An Action
Role-Playing Movie
ARPM

IronAngel of The Apocalypse™

鉄人

TETSUJIN

READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER™ SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing this video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

We thank you for purchasing the action role-playing movie Tetsujin.
Prior to commencing play make sure that the following items are in your package.
Also, read the accompanying instructions carefully before playing.

- CD-ROM
- Instruction Pamphlet
- User Registration Card

The information contained in this instruction pamphlet is current as of November 1994. The information contained herein is subject to change without prior notice.

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TETSUJIN

Iron Angel of The Apocalypse

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How does it feel to be alive again?
I'm giving you the chance to be Tetsujin

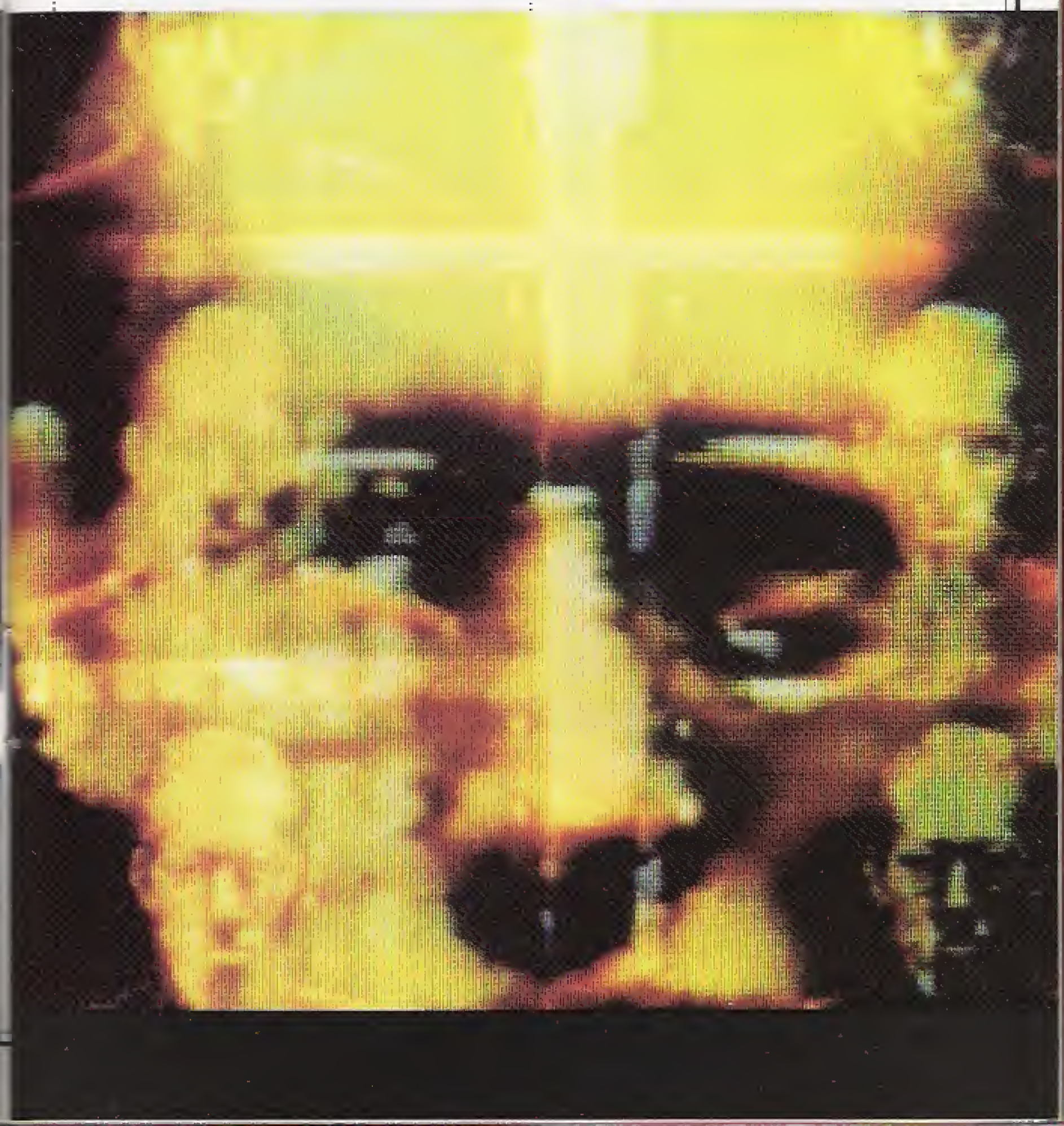
Humans should've risen to a higher plane by now
But the weakness of organic systems held us back

Now is the time to free the mind and create Tetsujin
You can be proud of yourself
As Tetsujin you'll live forever

I want to see you with my own eyes
Come to me
Come to my laboratory up on the top floor

If anything tries to stop you, blow it away
Miss...and it's all over

Assimilation is under way
There's no stopping it



Starting Up the Game

Turn on the power of your 3DO™ Interactive Multiplayer and verify that the power lamp has lit up. Press the open/close button, place the CD on the disk tray and then again press the open/close button. The 3DO logo and the *Tetsujin* title logo will appear and a demo display will begin to unreel.

Interrupt the demo display by pushing the P-button on the control pad.

See `How to Operate the Game´(pages 8-11) for explanations of control buttons.

Demo display

P-button

Opening sequence

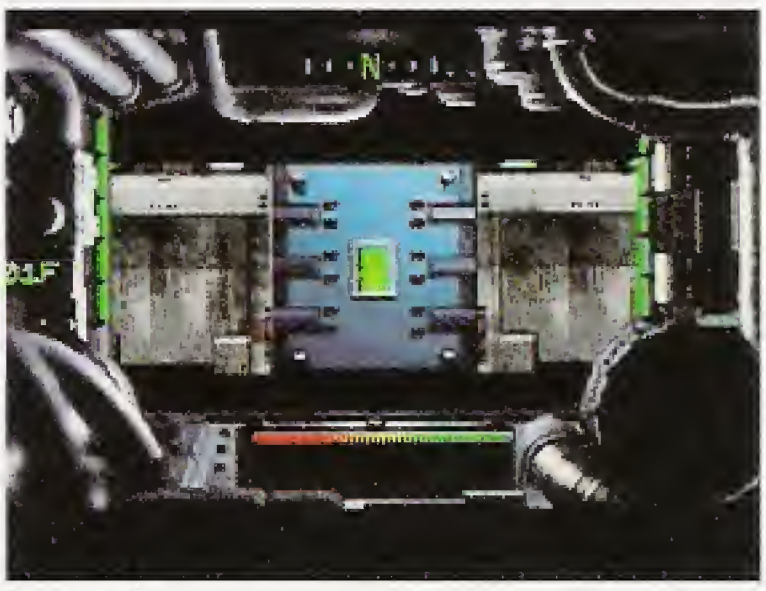
1. Start Up
When playing *Tetsujin* for the first time or when having not yet saved data, the opening sequence will automatically begin and you will advance to stage 1.

2. Main Menu
If you have saved data, the main menu will be displayed. Select with the direction pad and load by pushing the A-button. If the X-button is pushed you will start from stage 1.

● NEW GAME
Using the direction pad, select this item from Main Menu if you wish to begin *Tetsujin* at the

Main Menu

Opening sequence



Stage 1

beginning from stage 1. After the opening sequence, stage 1 will start up. If you press the X-button you will skip over the opening sequence.

● LOAD DATA

Select this item from Main Menu if you wish to start from a position that you have previously saved. Adjust the pointer to LOAD DATA and push the A-button. A list of saved data will be displayed. The pointer will indicate the data that has been saved most recently. With the direction pad select the data that you wish to load and then press the A-button. If you wish to cancel, press the B-button. You will return to Main Menu.

If you press the X-button, you will start from stage 1.

● DELETE DATA

Select this item if you wish to delete all the saved data that is listed in the LOAD DATA display. If you press the A-button, you will be asked if you really want to delete everything. If you press the A-button once more, all the items from DATA 1 to DATA 4 will be deleted.

If you press the X-button, you will start from stage 1.

Main Menu

Main Menu

List of saved data

Really want to delete?

Loading data

3. Saving Data

Data can be saved at the Supply Room in each stage. Nowhere else is it possible to save data. Also, when you enter a Supply Room, you will be able to replenish expended ammunition and recharge shield energy. There is at least one Supply Room on each floor.

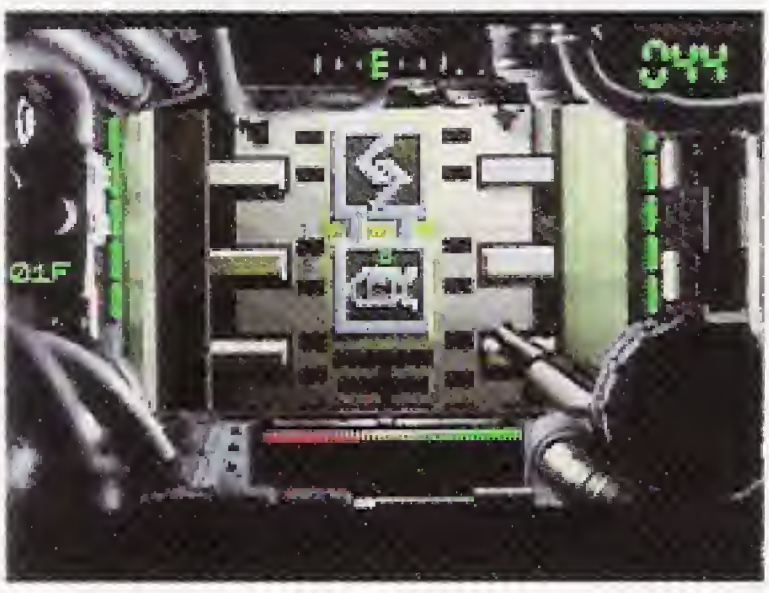
● SAVE DATA

When Saving Data for the First Time

If there is no other saved data, all you need do to save is, with the pointer at SAVE DATA in the Save Menu, press the A-button. Blank settings for the data-save files DATA 1 through DATA 4 will be indicated in each instance by XXX. If any of the files is selected with the direction key and A-button pressed, your present position will be saved. You may then select EXIT or you may return to your position by pressing the B-button.

When Saving Multiple Data

If data is already in the data-save file you have selected, you will be asked if you want to replace the old data with the new. If you wish to replace the data, press the A-button, but if you wish to designate a different data-save file, press the B-button to cancel.



Supply Room door

Save Menu

Recharge movie

Select a data item and save by pressing the A-button

Save Menu

On the Backup Memory Control Tool

Tetsujin data saved at a Supply Room is stored as Backup Memory in static RAM of your Interactive Multiplayer. The data is retained in Backup Memory even when the power is switched off. However, as Backup Memory contains other data besides that of *Tetsujin*, it may become full, making it impossible to store *Tetsujin* data. If this should be the case, activate the Backup Memory Control Tool and delete data of software other than *Tetsujin*.

1. If Backup Memory is full, a message will be displayed when you activate *Tetsujin*. (Fig. 1) If you select DELETE, the DELETE GAME DATA display will appear. (Fig. 2)

If you select START, Tetsujin *will start up without the capacity to save data.*

2. Stored-data file names will appear on the lefthand side of the DELETE GAME DATA display. Using the direction pad, select data you wish to delete. The color of selected files will be reversed.

3. When you have designated data for deletion, select DELETE with the direction pad. If you then press the A-button, the designated data files will be deleted and Tetsujin will start up.

If you select CANCEL, the files will not be deleted.

Repeat steps 2 and 3 until Backup Memory is able to store Tetsujin *data.*

From save Menu to a List of saved data

Replace data?

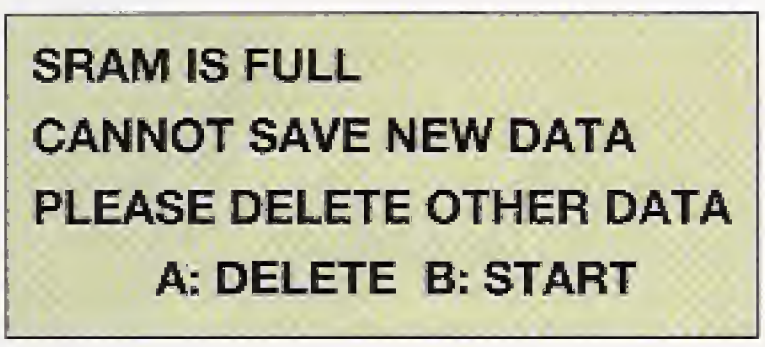


Fig. 1
The Tetsujin data-storage file is SY-TETSU-1J.

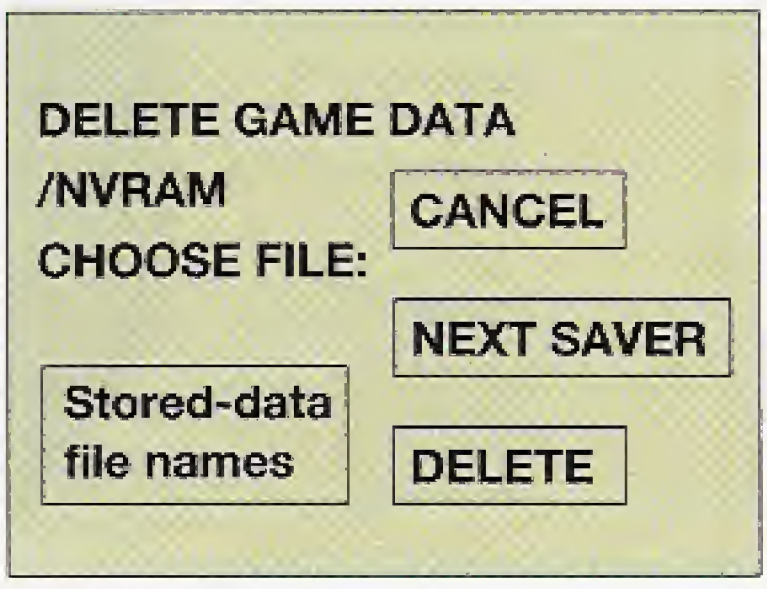


Fig. 2

How to Operate the Game

Tetsujin can be controlled by operating the buttons in the following manner.

A-Button
1. OK: Used for executing selected menu items or for okaying items on the save menu and other displays.

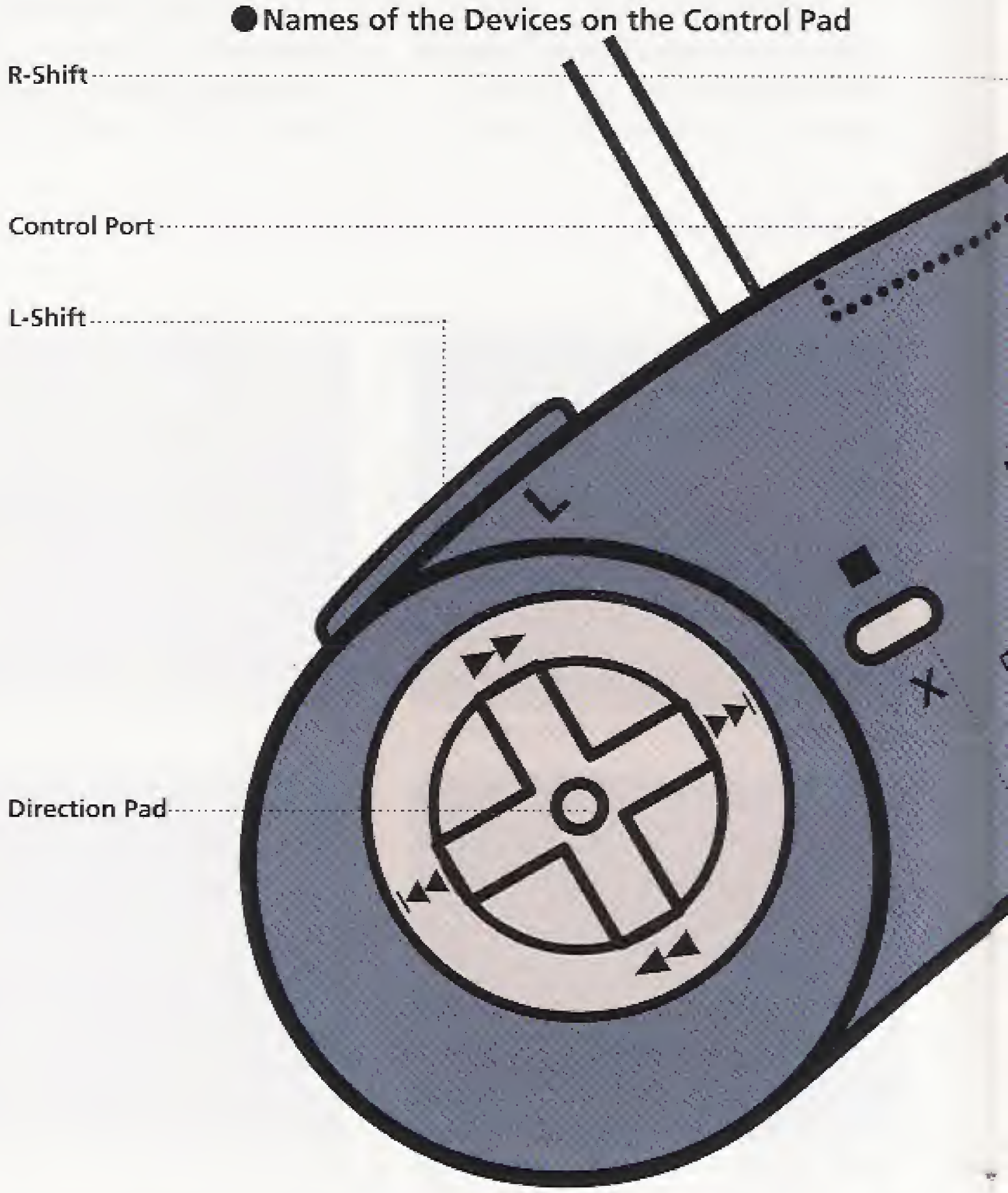
2. SHOOT: Used for firing weapons held in the right hand. When a set number of rounds hit enemy motoids, they blow up.

B-Button
1. CANCEL: Used for cancelling

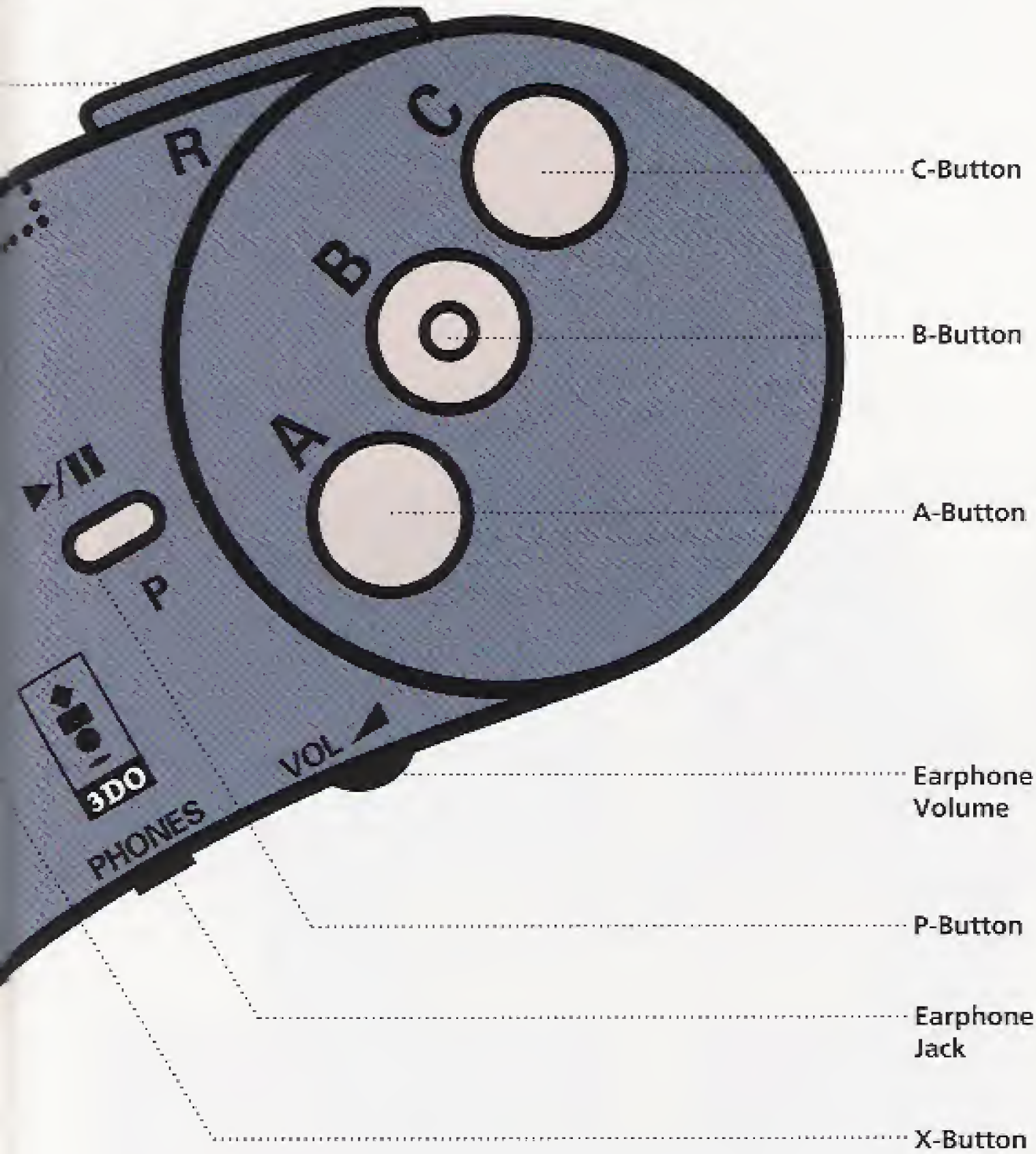
2. TAKE: Used for opening doors, grasping things, or in some other way using the hands.

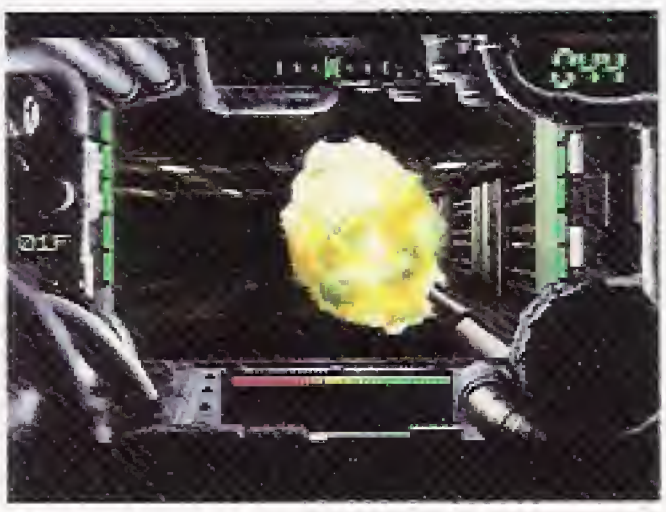
C-Button
TURBO: After obtaining a turbo booster, this switch may be used to turn the booster on. A lamp on the left of the canopy display will continue to blink throughout turbo activation.

● Names of the Devices on the Control Pad

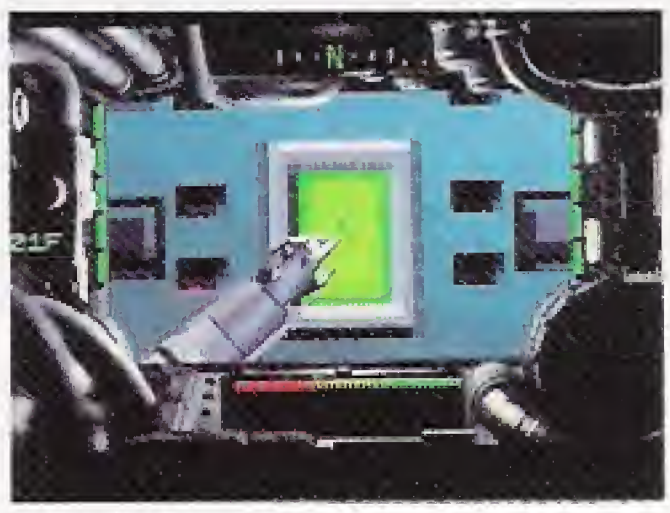


Firing a weapon





Extinction by explosion



Opening a door

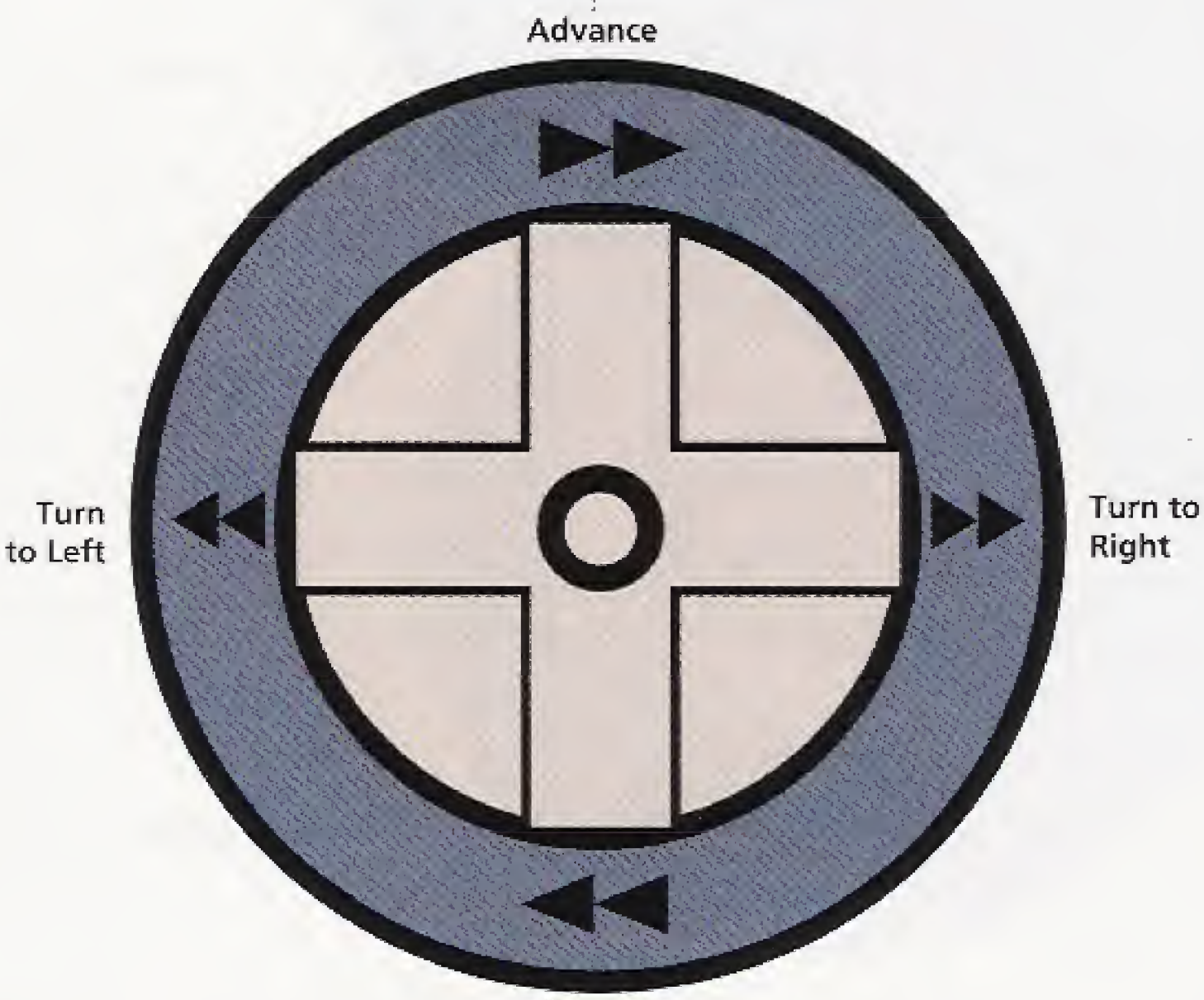
L-Shift, R-Shift and the Direction Pad

1. SELECTING MENU ITEMS: By pressing Up or Down with the direction pad, the pointer will shift.

2. MOBILITY: These devices are also used when you move about each stage of Tetsujin.

If from Basic Commands CONFIGURATION is selected, the functions of L- and R-shift can be changed. (See page17)

When the direction pad is set as in the diagram below, pressing L-shift or R-shift will enable you to move directly to the left or to the right.



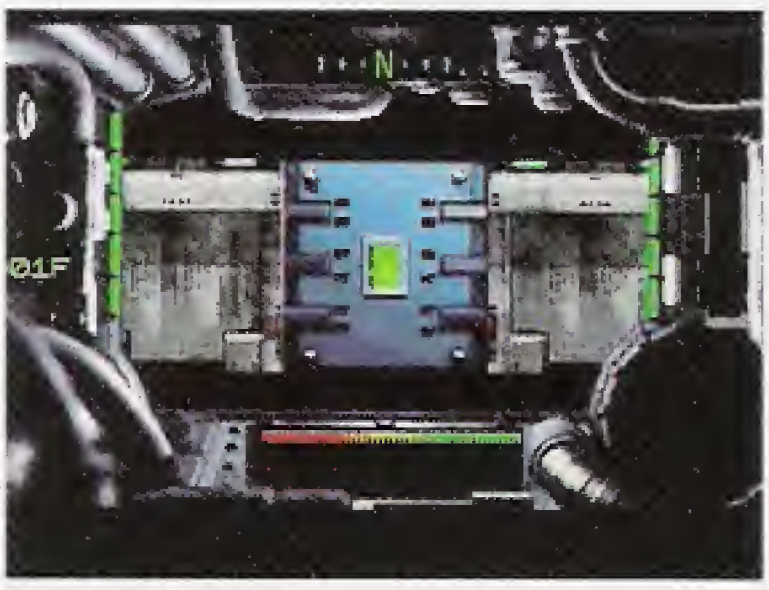
P-Button

1. BASIC COMMANDS: If the P-button is pressed during the Canopy Screen, the Basic Commands will be displayed.

2. SKIP THE MOVIE SCREEN: If the P-button is pressed while a movie is in progress, you will skip over that movie to the next stage.

X-Button

START STAGE 1: If the X-button is pressed while Main Memory or its items are displayed, you will start up from stage 1.



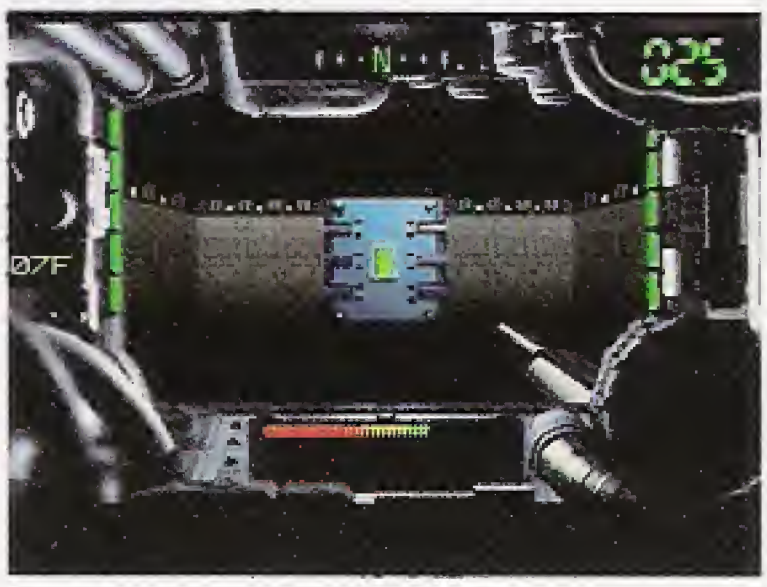
Canopy Screen

Movie Screen

P-button

P-button

Basic Commands are displayed



Next stage

How to Read the Screens

1. Canopy Screen

This is the screen that appears when you move about an action stage. It is from this perspective that you destroy enemy motoids and get hold of various pieces of gear. However, the elements of the Canopy Screen are not all in your hands at the beginning of play. Some items can be picked up as you pass through the action stages.

1 GYROCOMPASS: Shows in what direction you are moving.

2 ROUND COUNTER: Shows how many rounds you have left at any moment. A warning light blinks when you reach zero.

3 TURBO METER: Displays remaining units of turbo power. A warning light blinks when you reach zero.

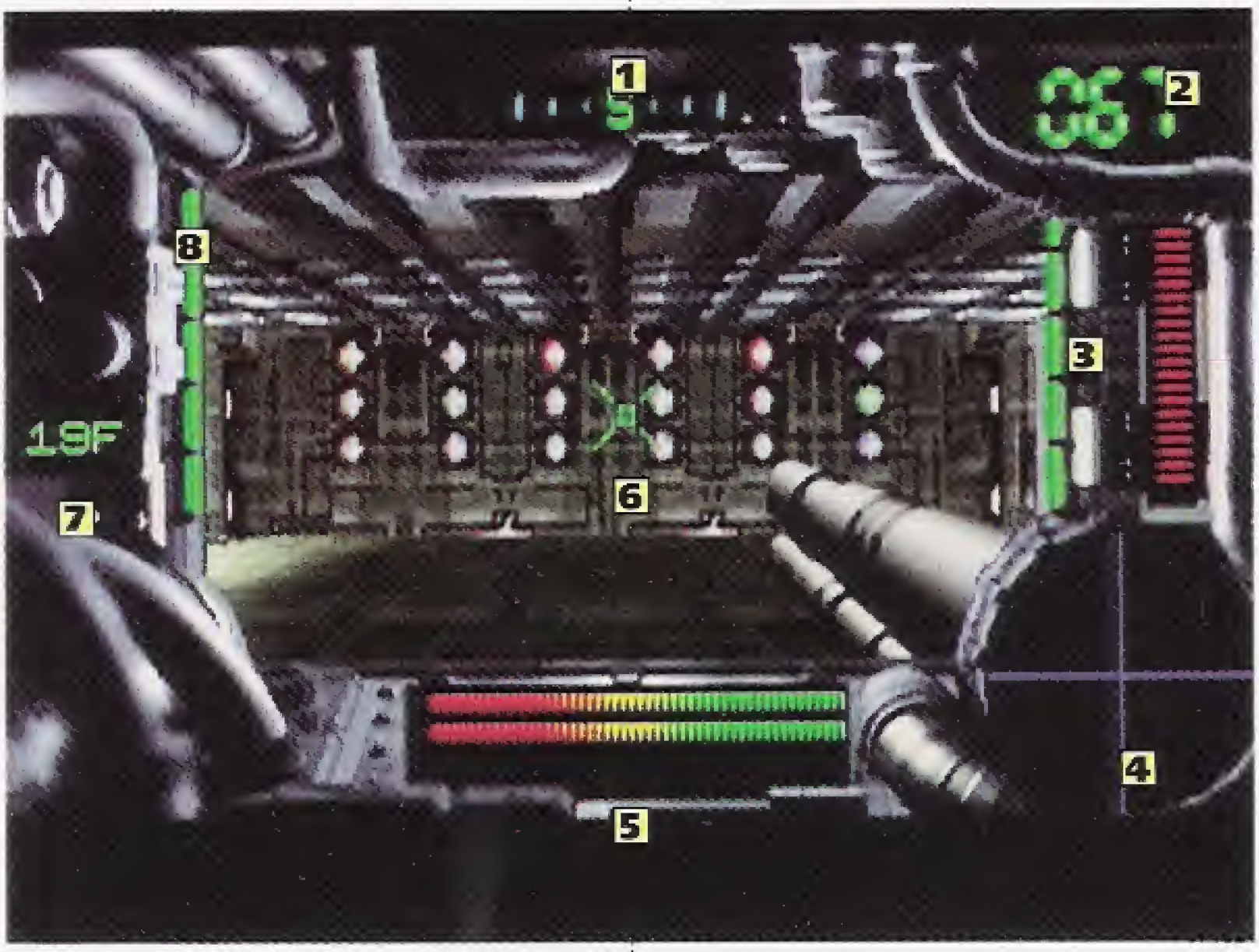
4 RADAR: You can track the approach of motoids.

5 SHIELD METER: Shows remaining units of shield energy. At the outset you have only 1 unit. A warning light blinks when you reach zero.

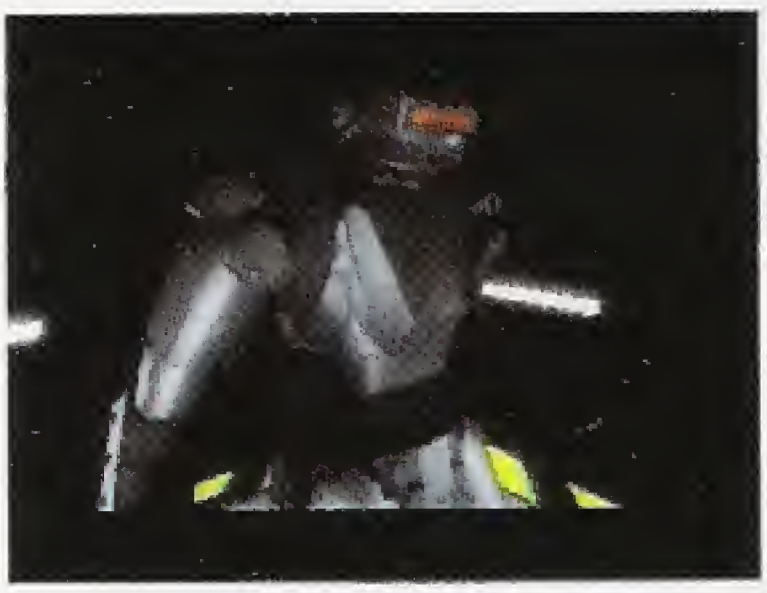
6 AIMING DEVICE: You train it on motoids that have appeared, using it to control the direction of your advance and to fire your weapons.

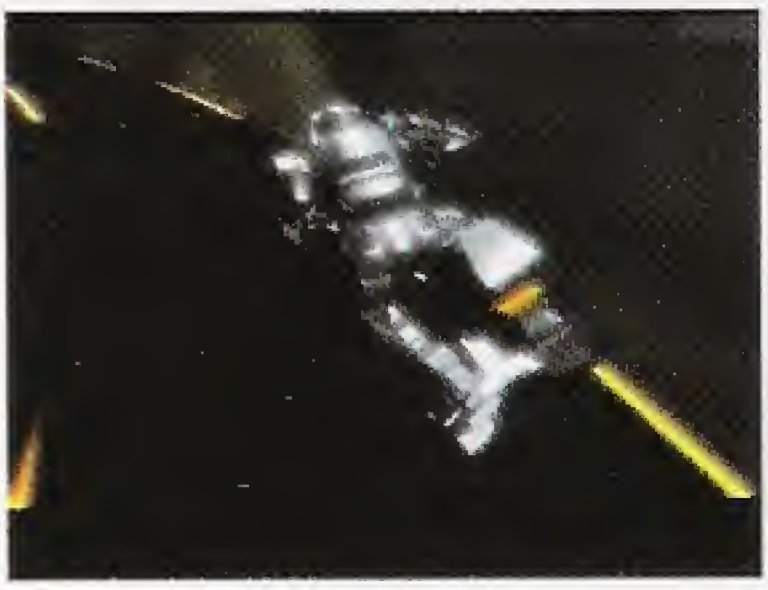
7 FLOOR DISPLAY: Shows what floor you're on.

8 TURBO ACTIVATION LAMP: Blinks when the turbo booster is in use.



2. Movie Screen
Movies of set lengths start up automatically. If you press your control pad's P-button while a movie is in progress, you will skip over it to the next stage. With the movie screen you cannot use button A, B, or C, nor can you use L- and R-shift.





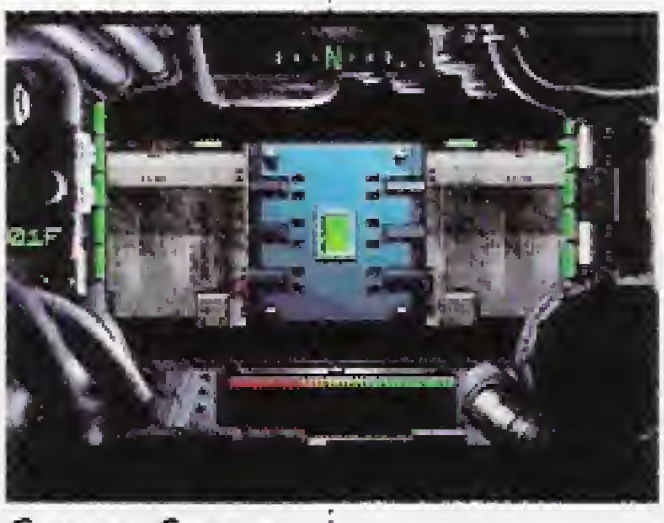
3. Game's Over
If you have taken damage from a motoid attack and shield energy has dropped to zero and, on top of that, you receive further attacks, the game will end. After first going black the screen will display GAME OVER and then a menu.
If you select CONTINUE and have previously saved data, the list of saved data will appear and you can resume play from the last saved position. If you have not saved any data, you will automatically begin from the opening sequence leading to stage 1. If you select RESTART, you will begin from the *Tetsujin* title logo.

Game's over

Select either CONTINUE or RESTART

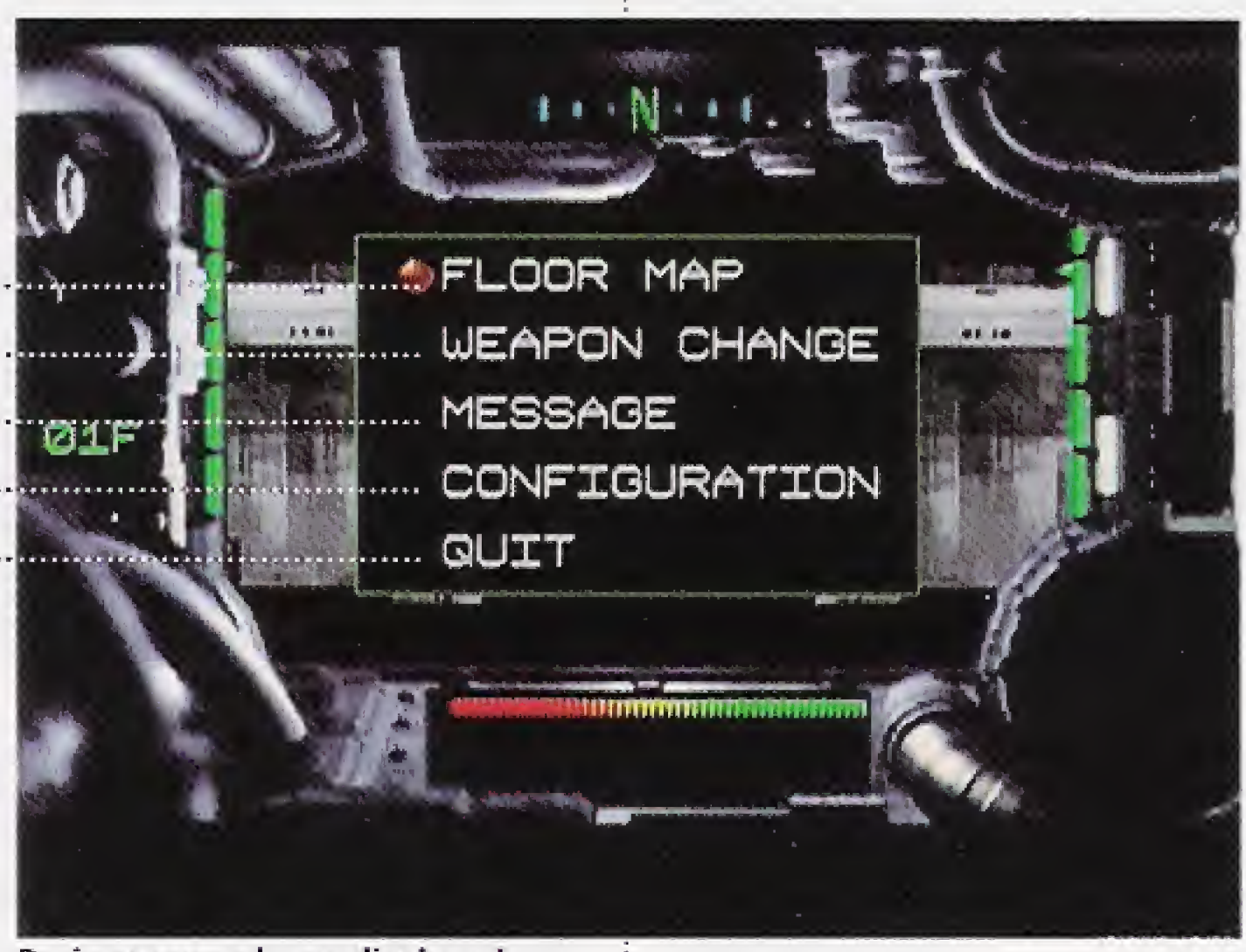
4. Basic Commands

If you press your control pad's P-button when the canopy screen is displayed, the basic commands will appear. Select a command with the direction pad and enter it by pressing the A-button.



Canopy Screen

P-button is pressed



Basic commands are displayed

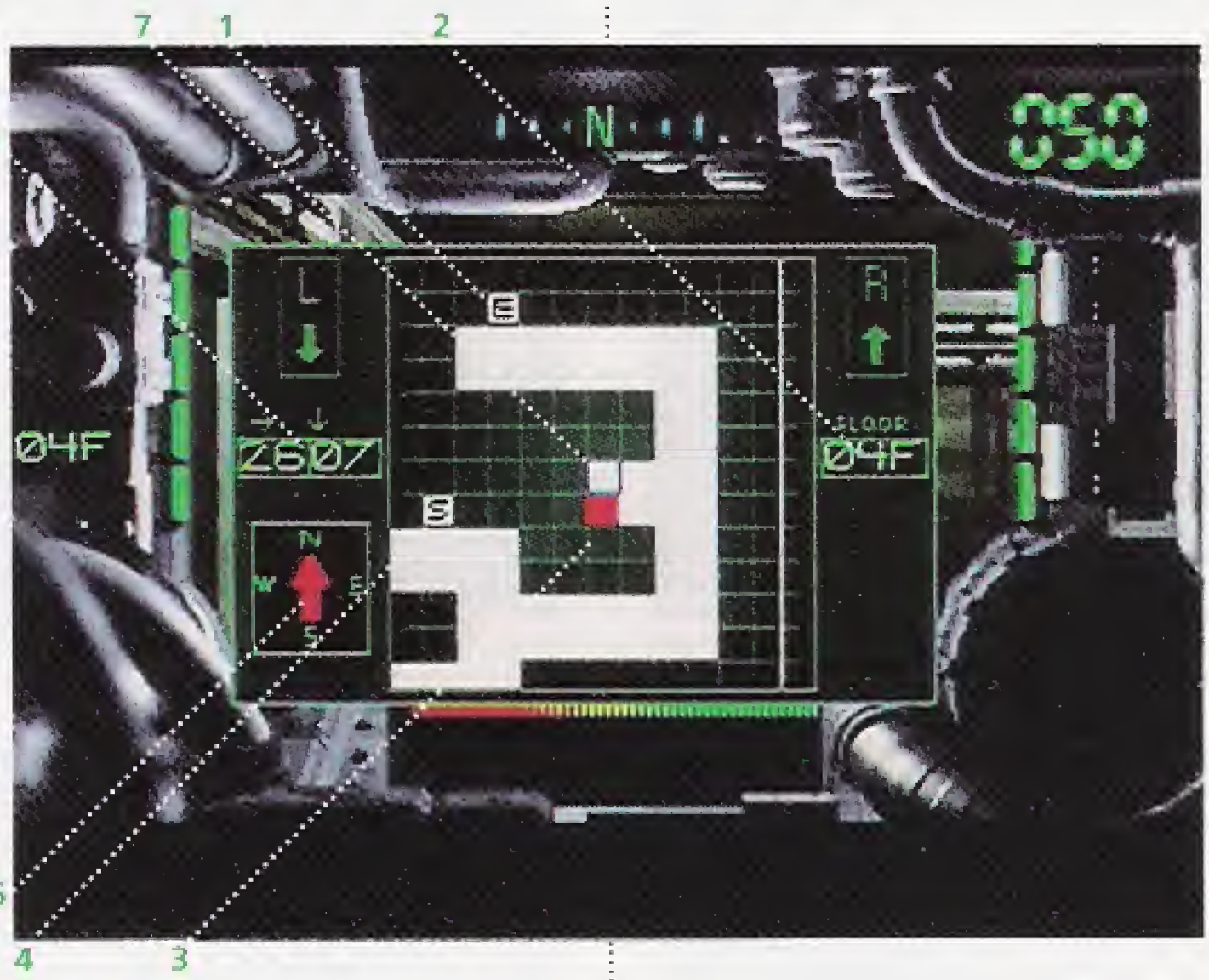
①FLOOR MAP

One of the items located somewhere on each level is floor map data. Once you have obtained the data, you can use this command to see the layout of the floor.

1: Elevator
2: Floor number (Using L- and R-shift on your control pad you can go down or up)
3: Position of Tetsujin
4: Supply room
5: Cursor coordinates (The first two digits are the X coordinate and the last two digits the Y coordinate)
6: Direction you face
7: Cursor

Get floor map data

Select FLOOR MAP for display



②WEAPON CHANGE

When first beginning a NEW GAME, Tetsujin is unarmed. The initial weapon obtained is the RUNT GUN, which has been left somewhere on this floor. When you have picked it up in Tetsujin's hand, use this command to activate it.

Weapons cannot be used to assault motoids simply by taking them in your hand. Each must first be armed by selecting the WEAPON CHANGE command.

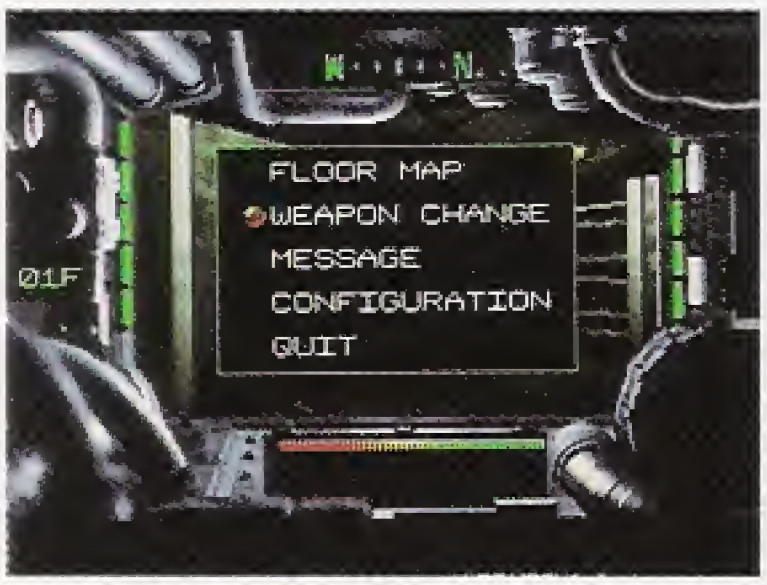
③MESSAGE

During a stage you may receive a message. The log-in display lamp will blink and the message be transmitted. When it ends, the canopy screen will return.

A message that has already been received can be heard again by passing the same point on a floor. If you wish a communication to be repeated, select MESSAGE from basic commands.

Get a weapon

Message is automatically received

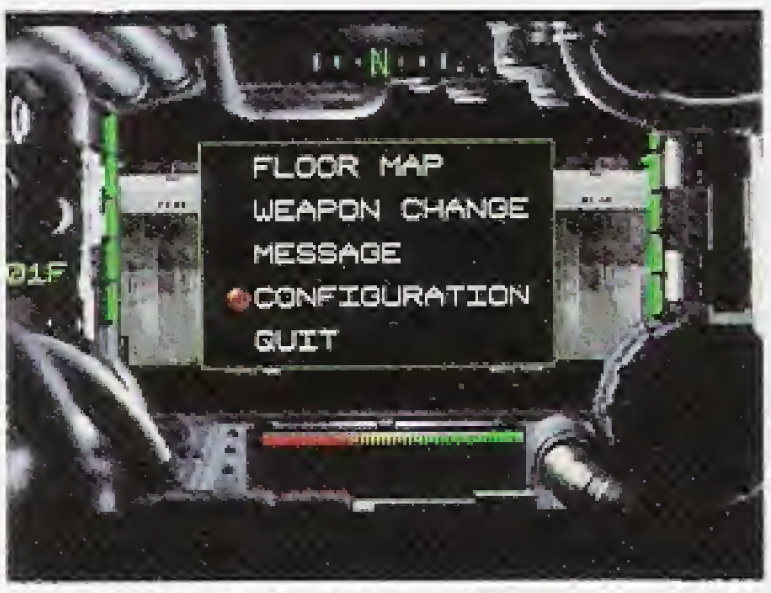


Select WEAPON CHANGE

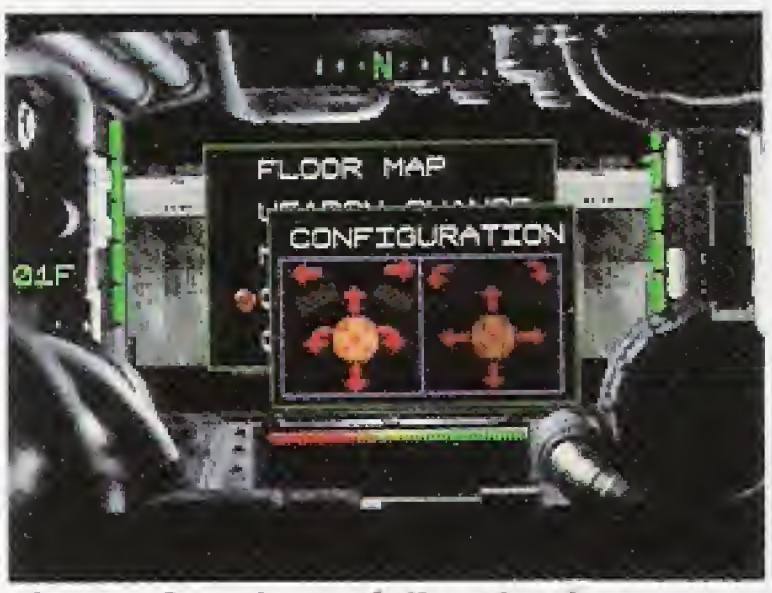
Log-in display lamp blinks on and off

Select RUNT GUN and arm it

④ CONFIGURATION
The functions of control pad buttons can be changed.



Select CONFIGURATION from basic commands

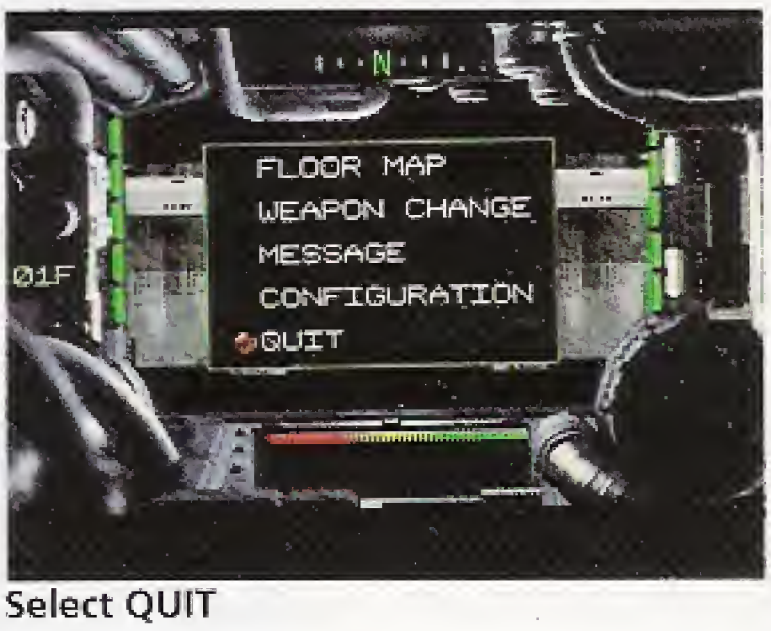


Change functions of direction key or L- and R-shift

Customize buttons A, B or C

⑤ QUIT
Select to terminate game. If you press the A-button, you will be asked if you really want to quit. If you press the A-button again you will terminate and return to the demo screen.

Before quitting be sure to save position data if you wish later to resume from where you left off.



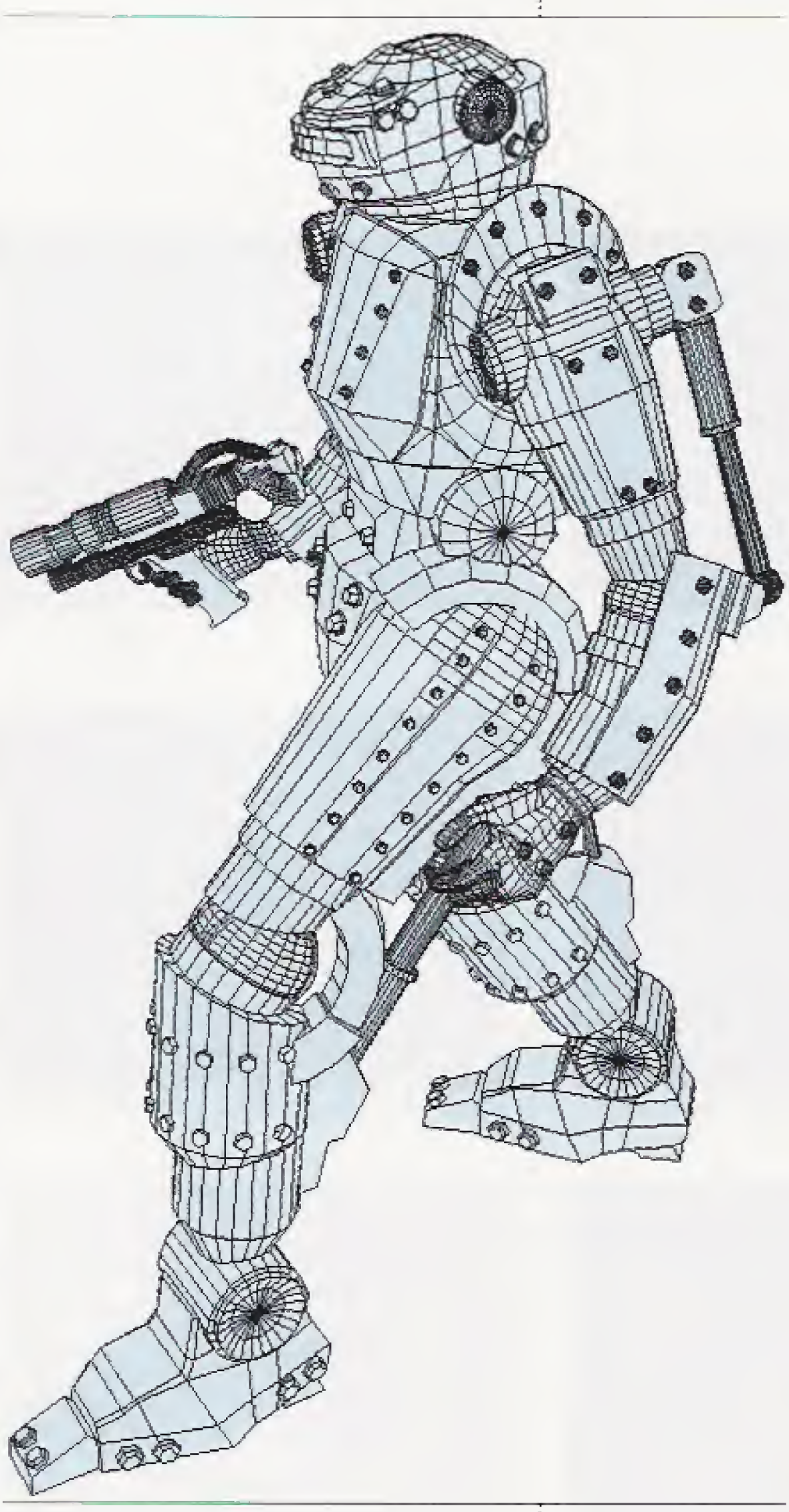
Select QUIT

Really want to quit?

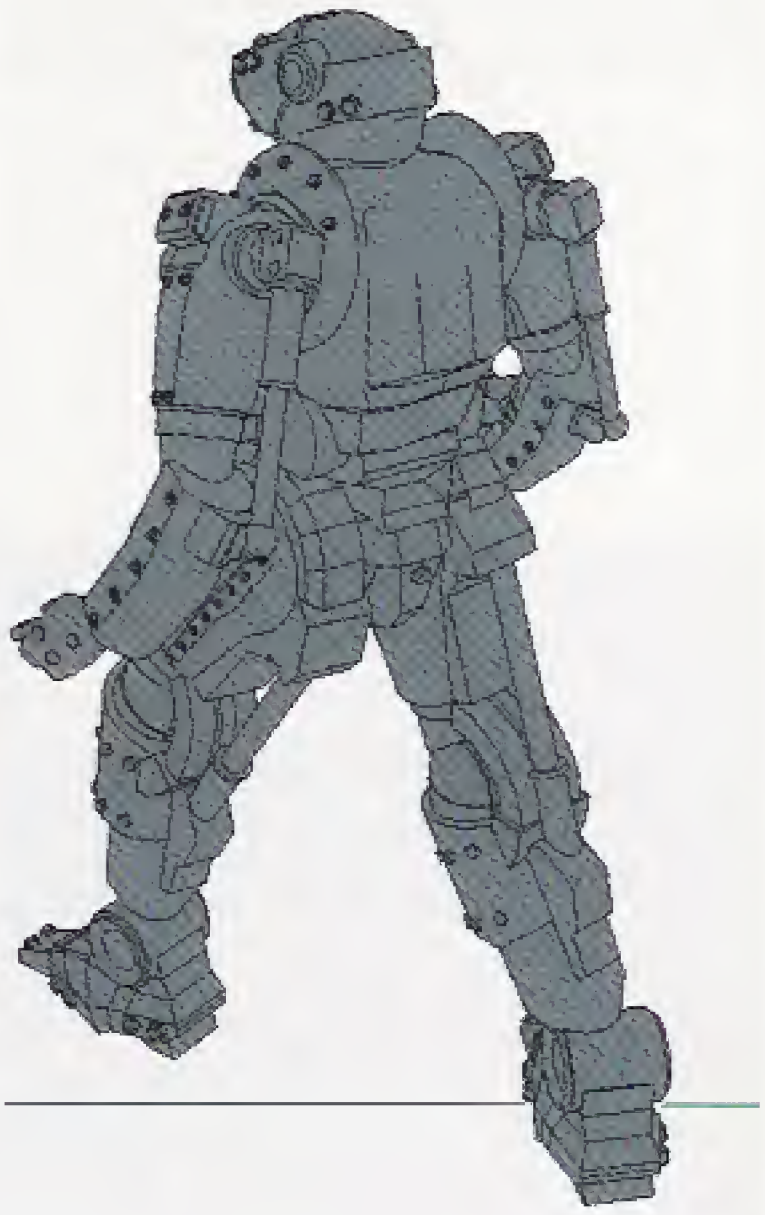
An Introduction to the Characters

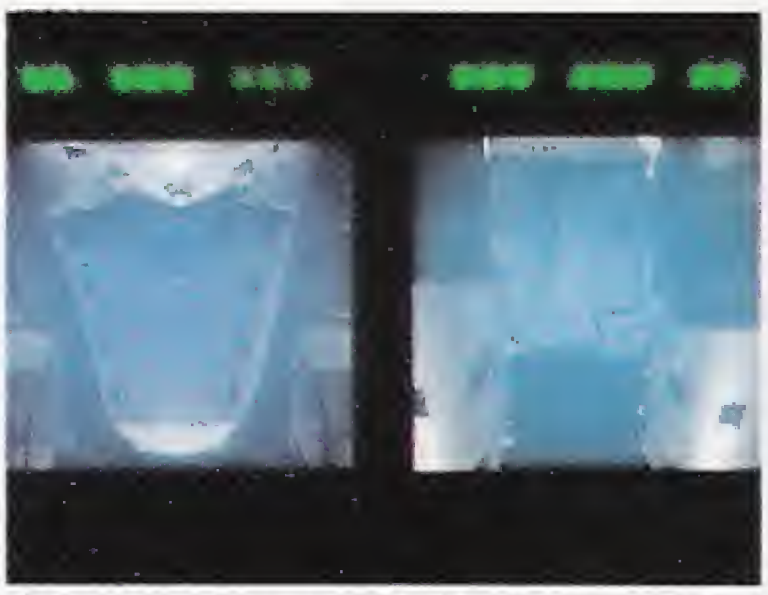
●Tetsujin, Iron Angel of the Apocalypse
The ultimate killing machine. Developed by a mad-genius scientist, who uses a special technology to bond metal alloy to human muscle and bone. Tetsujin possesses tremendous destructive power which increases exponentially when he's equipped with his arsenal of weapons. Ordinary firearms are ineffective against him.

If the mad genius isn't stopped, humankind will be annihilated. Something must be done before Tetsujin's assimilation process is complete.
Everything depends on you!

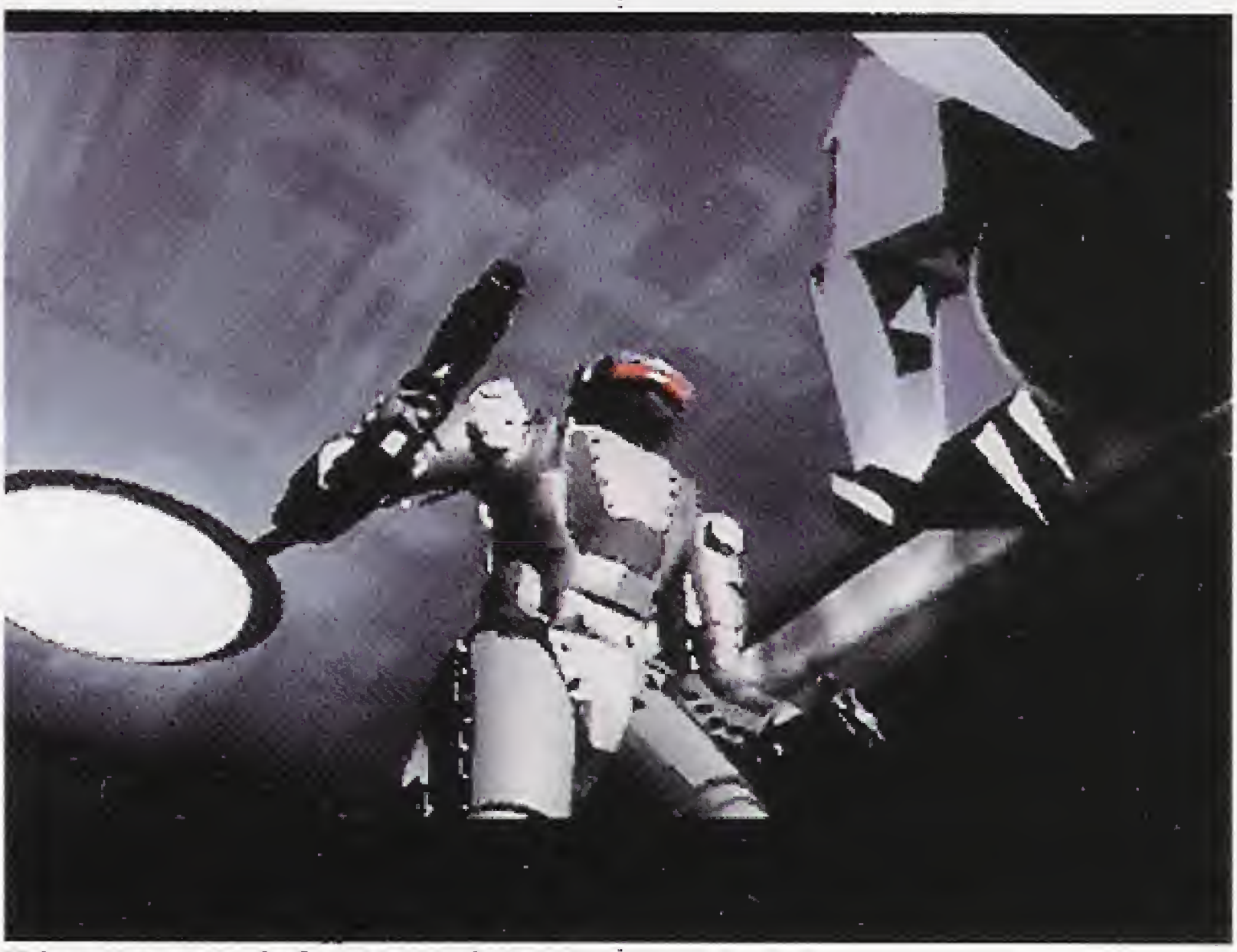


Armor that will endure every rigor of armed combat. The outward appearance of a heavy tank.





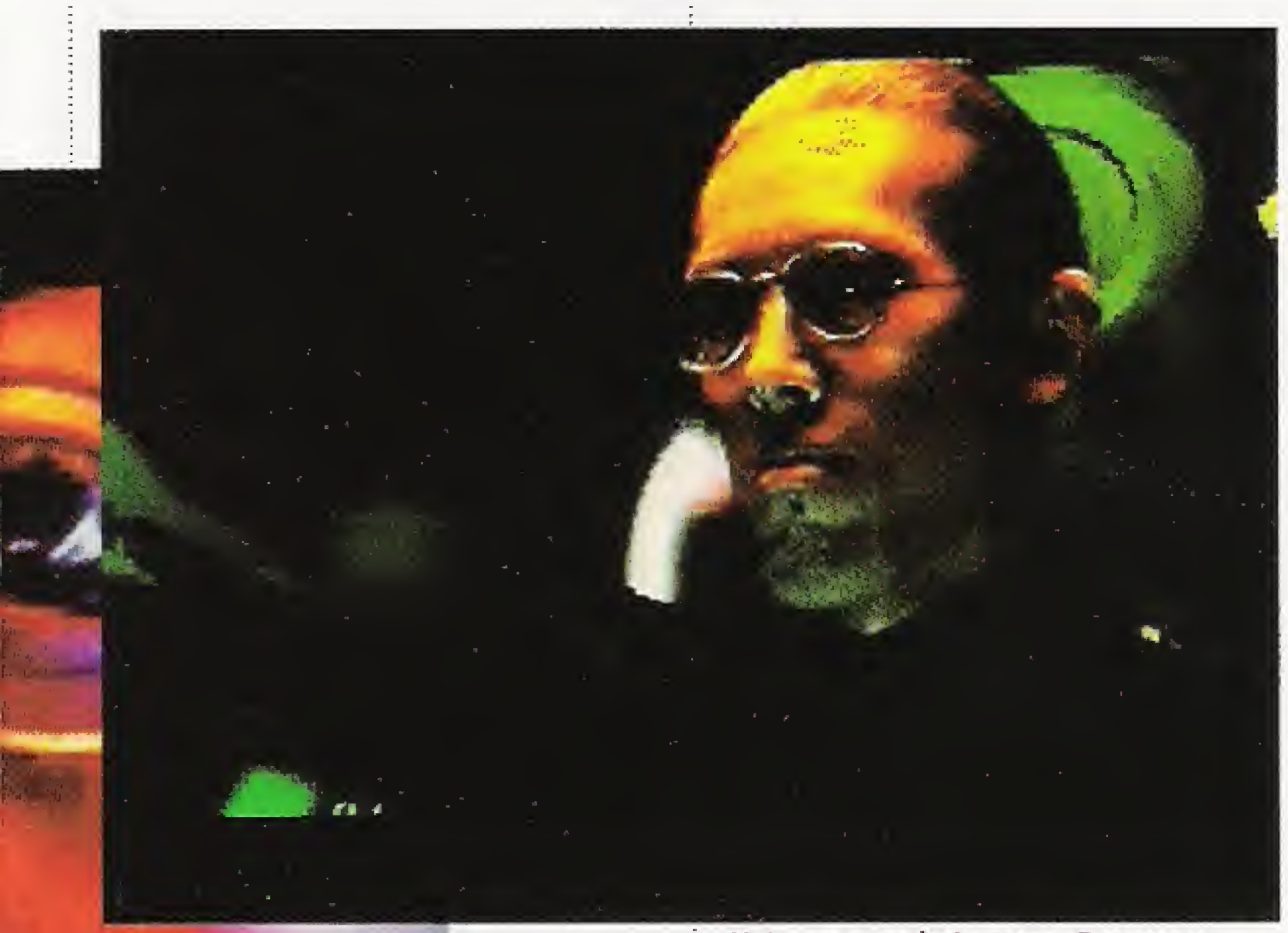
A unique alloy enables the bonding of human tissue with metal.



Using your arsenal of weapons, destroy the enemy motoids!

●The Scientist
The mad-genius scientist who developed Tetsujin. He believes that the inadequate organic system of the human body has outlived its usefulness and that humankind must now advance to a higher plane of development. For this purpose he has created Tetsujin to purge the world of its human baggage.
At the top of a building in another dimension he has built his laboratory. Day and night his terrible experiments continue. The tower is designed as a labyrinth. A variety of traps have been set and motoids deployed in anticipation of Tetsujin's arrival.

The scientist is on the monitor. He has a few things to tell you.



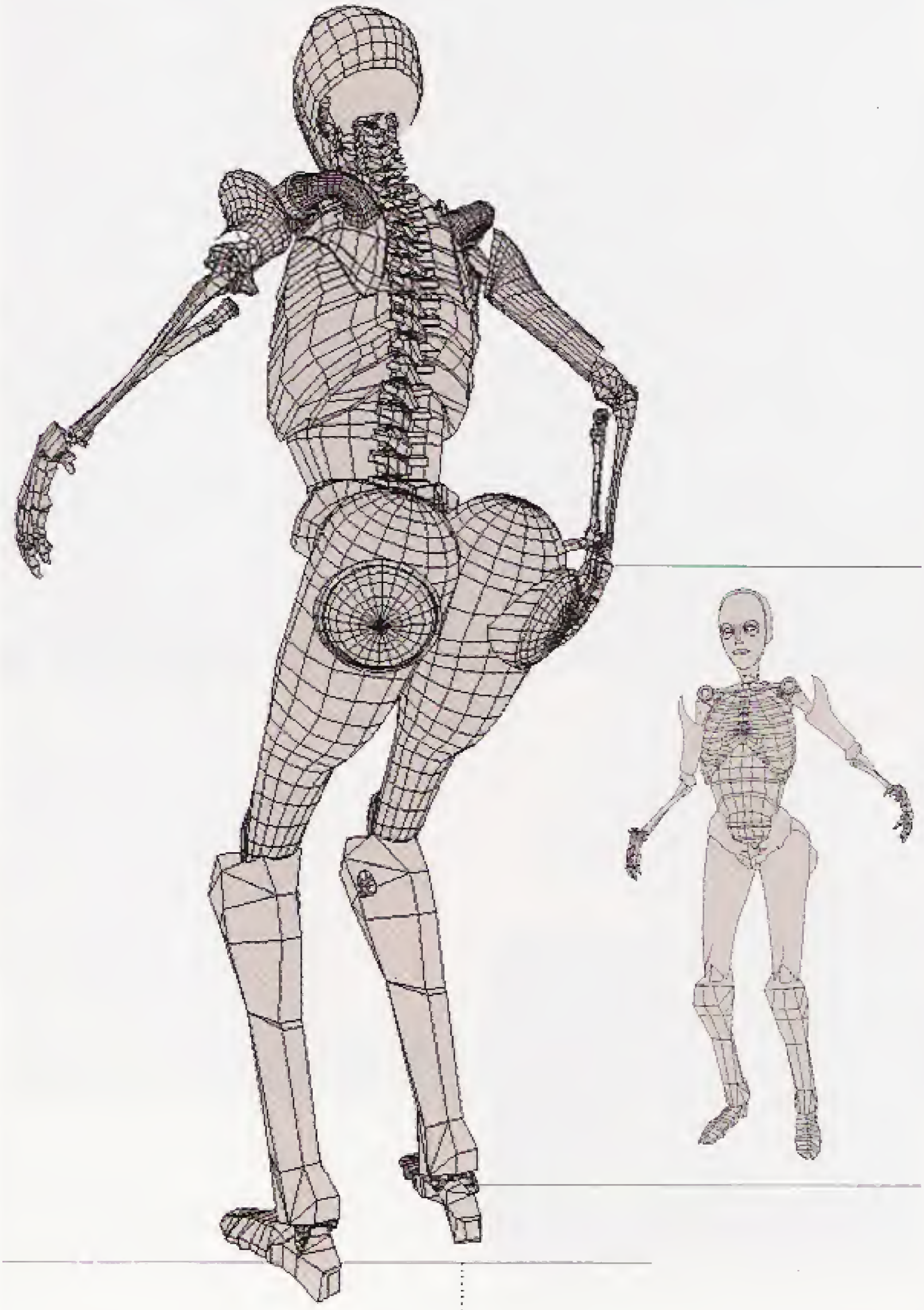
He's so smart he's crazy. Dangerous thoughts issue from this mind.

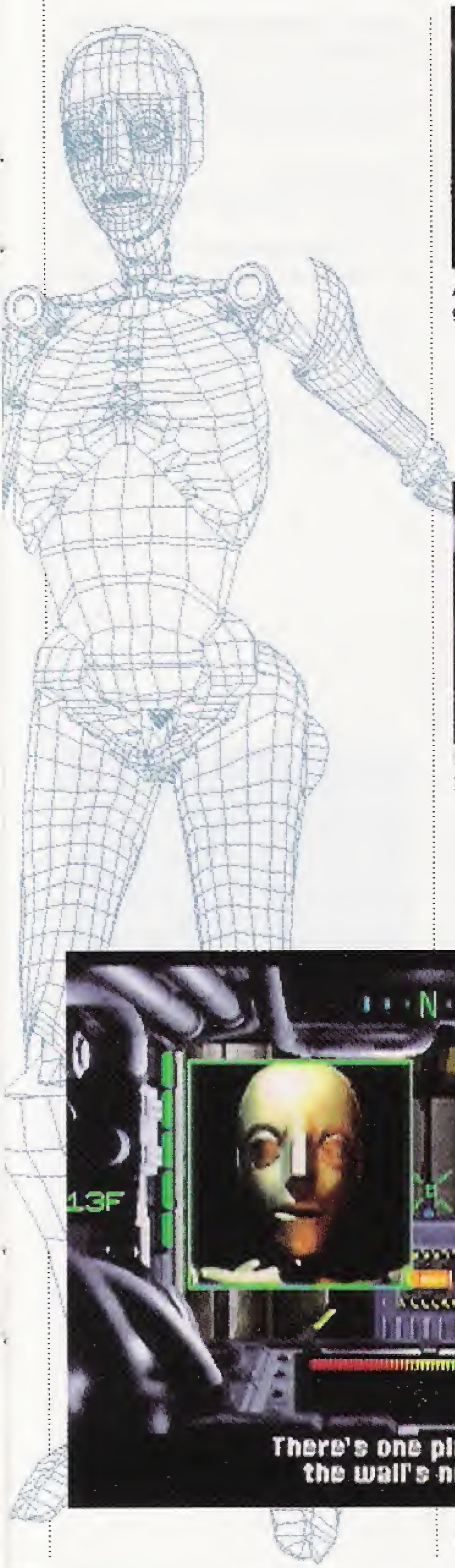
The lab's on the top floor. Find the scientist and stop Tetsujin's assimilation.

● The Android

Out of the blue, a mysterious robot transmits important information over your communications circuit. More than once will he tell you something that pulls you out of a hot spot.

The android will be the direct source of unexpected revelations about Tetsujin and his important mission. He is a valued comrade who provides Tetsujin with help when he needs it.





A strange aura emanates from his gleaming gold body.

His slight build and clear intellect make you want to trust him.

He sends you useful bits of information through your communications circuit.

●The Motoids

Motoids are battle robots that have been programmed to intercept and destroy all intruders into the tower. These too are products of the mad scientist's fertile brain.
Development models from which Tetsujin was perfected, they are doomed to patrol the tower's corridors for all eternity.
Motoids, from the swift of foot to the unstoppably strong, await you with bated breath. It's important to adjust your tactics to the characteristics of each type of motoid. If you don't, they'll do you.

Stage 1 (floors 1-6)

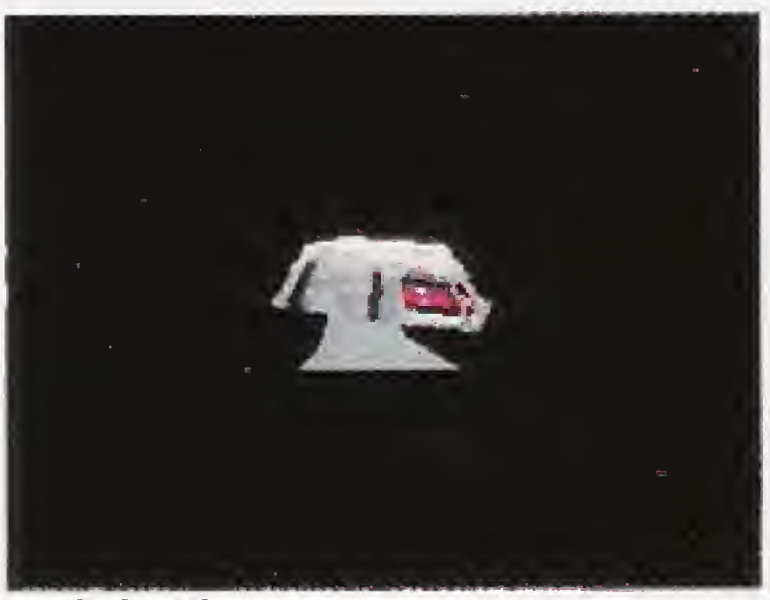
◆***Rodent***
The first motoid you'll meet.
Its head spins around to track movements as it rushes in on its prey.

◆***Snakehead***
Dashes at intruders in leaps and bounds.
It can inflict damage only when it's airborne.

◆***Scorpion***
A large blue sensor distinguishes it.
It moves back and forth in a set pattern, then suddenly fires two rounds.

Rodent

Scorpion



Snakehead

Cannon Snakehead

◆***Cannon Snakehead***
A Snakehead mounted with a gun.
Though more dangerous, it can be dealt with in the same way as a Snakehead.

Stage 2 (floors 7-12)
◆***Sluefoot***
Walks on two feet and fires rounds alternately from two cannons.
Its weakness is its lack of mobility.

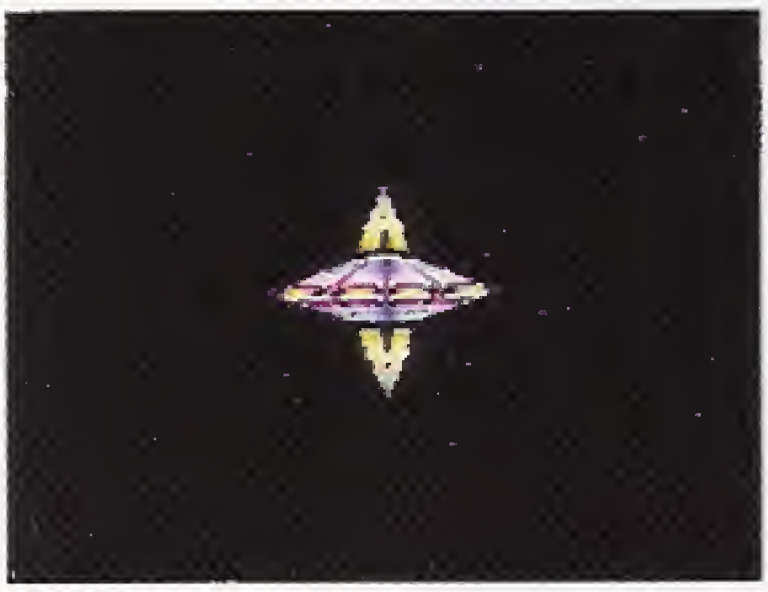
◆***Air Mine***
A mine that floats in the air.
Come too close and it'll explode.
You may suffer damage when you destroy it.

◆***Slither***
Shaped like a lopsided pyramid, a Slither rushes in at high speed.
Back off as you fire or you'll take damage.

◆***Bigfoot***
Similar to a Sluefoot, it's distinguished by the sloped armor of its brow.
Attacks down narrow corridors.
A swift assault is the way to destroy it.

Sluefoot

Slither


Air Mine

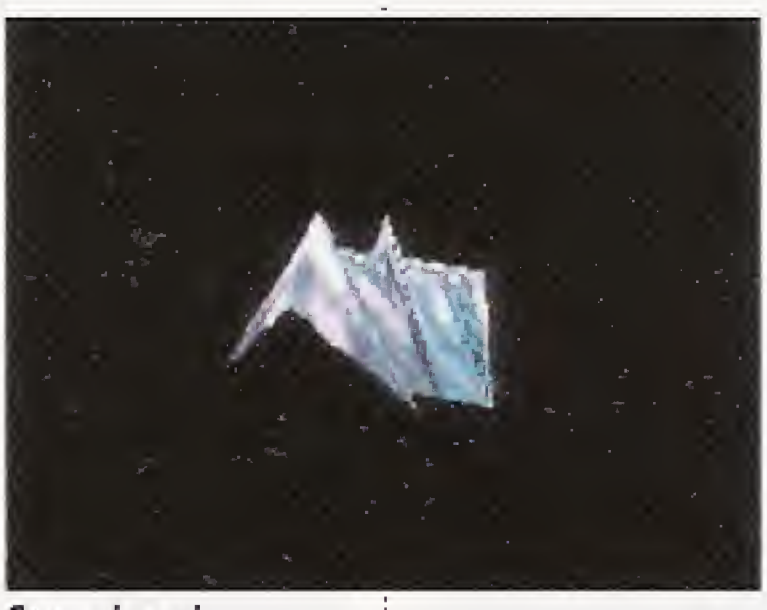
Bigfoot

Stage 3 (floors 13-18)

◆ ***Spearhead***
Though similar to a snakehead, it's a more powerful leaper. Its attack is fierce, and you should flank it or retreat as you fire.

◆ ***Cobra***
A motoid copter. Draw near and it will make repeated passes at you.

◆ ***Jaws***
It can be destroyed only if a round strikes the instant its gates are fully opened. Watch out. It's a tenacious opponent.



Spearhead

Cobra

Jaws

Stage 4 and beyond

◆***Cutthroat***

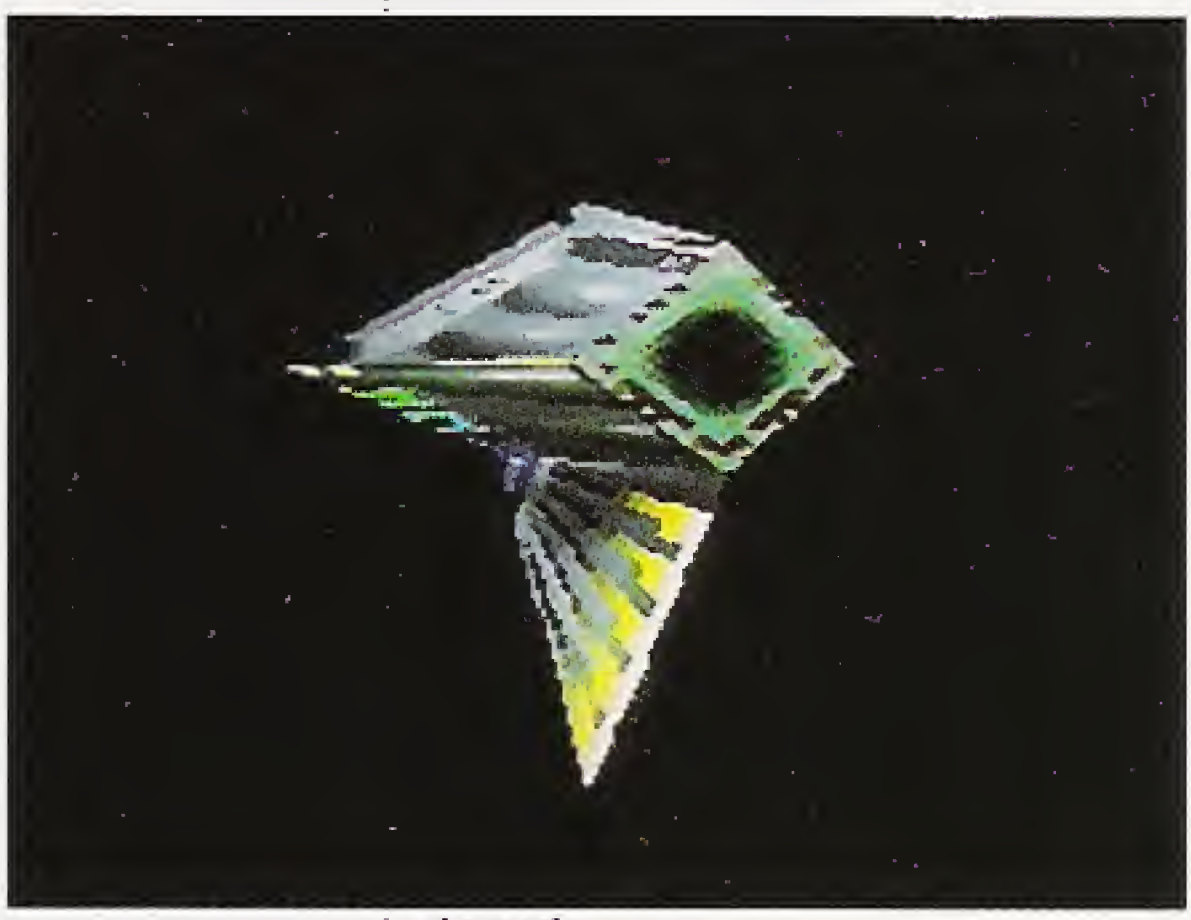
With its spinning radar it will track you down from afar. It won't let up until it's stone dead.

◆***Assassin***

A flying motoid, it will make repeated passes and explode if you let it come too near. The best way to eliminate it is by surprise attack.

And there are still other motoids, hard as nails, waiting for a chance to do you in!

Cutthroat



Assassin

An Introduction to Tetsujin's Weaponry

There are five firearms available for Tetsujin's use. At the outset Tetsujin is capable of operating only a machine pistol. But as the assimilation process advances, he gains the ability to use heavier weapons. These tools of mayhem are hidden in different stages, and you must look in every corner to find them.

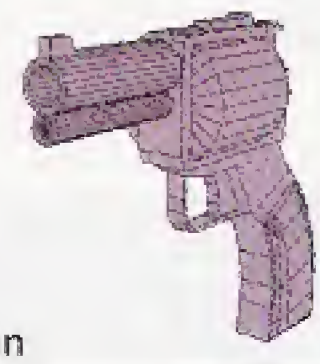
◆***Runt Gun***
A pistol that fires lead slugs.
It comes into your hands when the game starts.
50 round magazine.

◆***Big Heat***
Fires bursting shells. Rounds explode on contact and are capable of ripping through the armor of some motoids. It will be found in Stage 2.
70 round magazine.

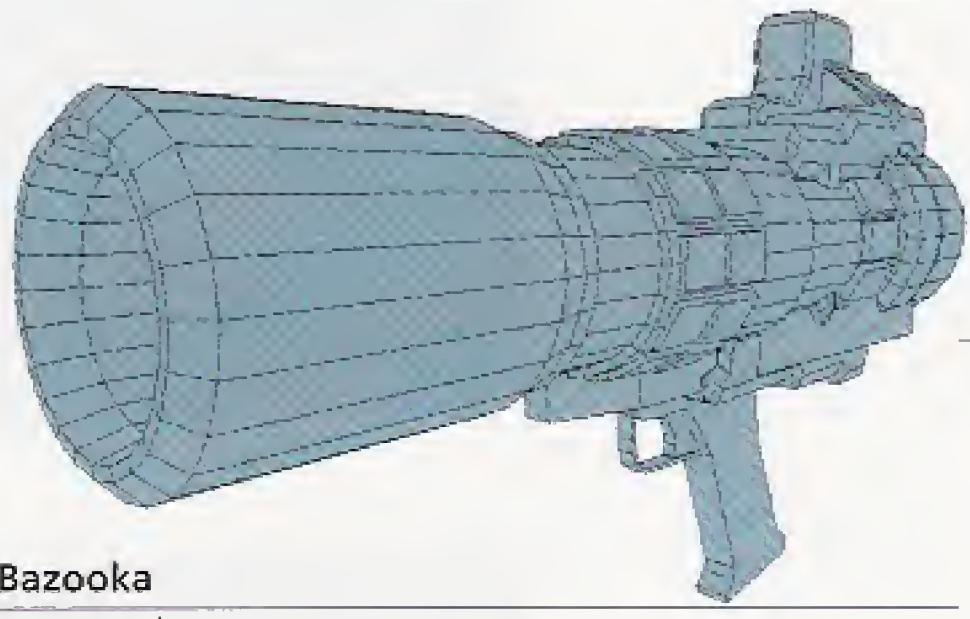
◆***Gatling***
Fully automatic cannon with revolving barrels that fires eight rounds per second. It awaits you at Stage 3.
150 round magazine.

◆***Bazooka***
Capable of destroying motoids with tank-grade armor. It is most effective when used alternately with the Gatling.
50 round magazine.

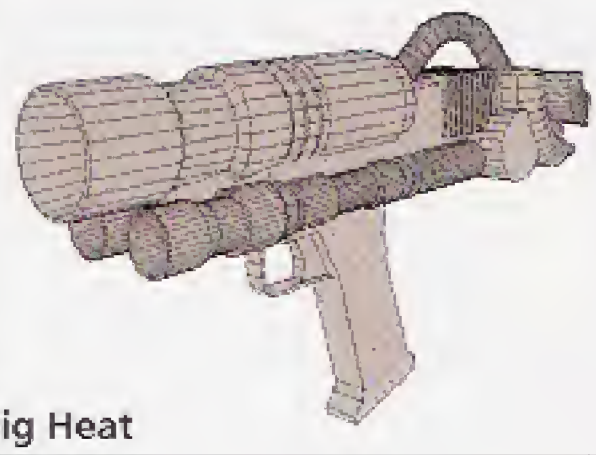
◆***Secret Weapon***
A firearm of enormous destructive power developed by the mad scientist. No one knows where it is.



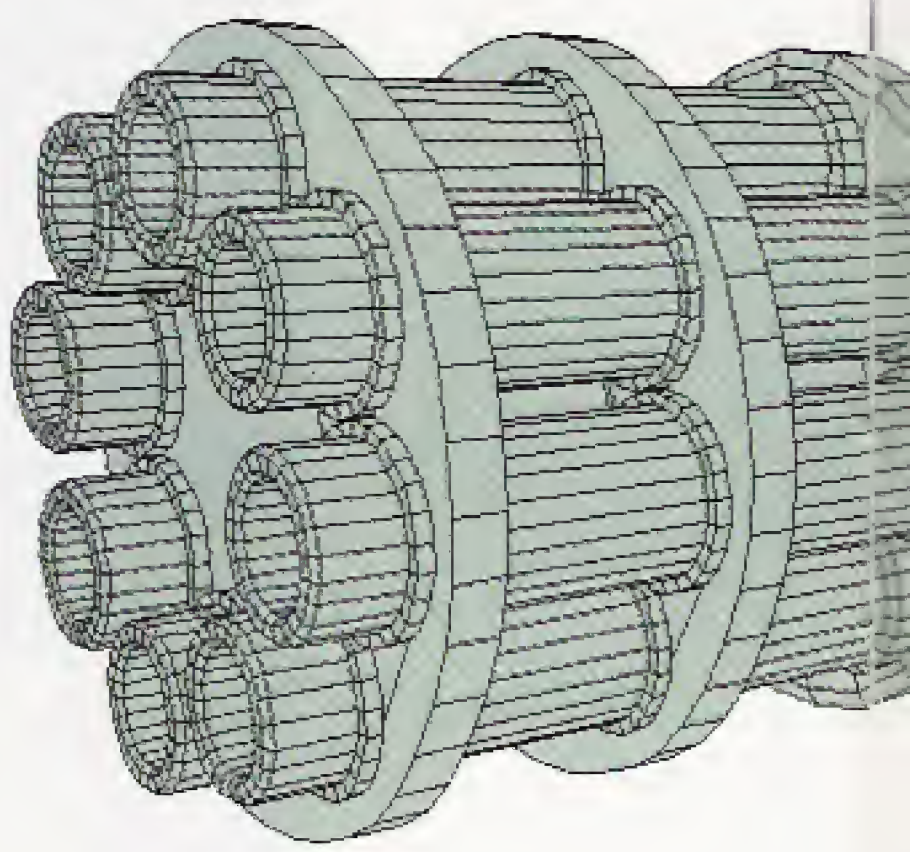
Runt Gun



Bazooka



Big Heat



Gatling

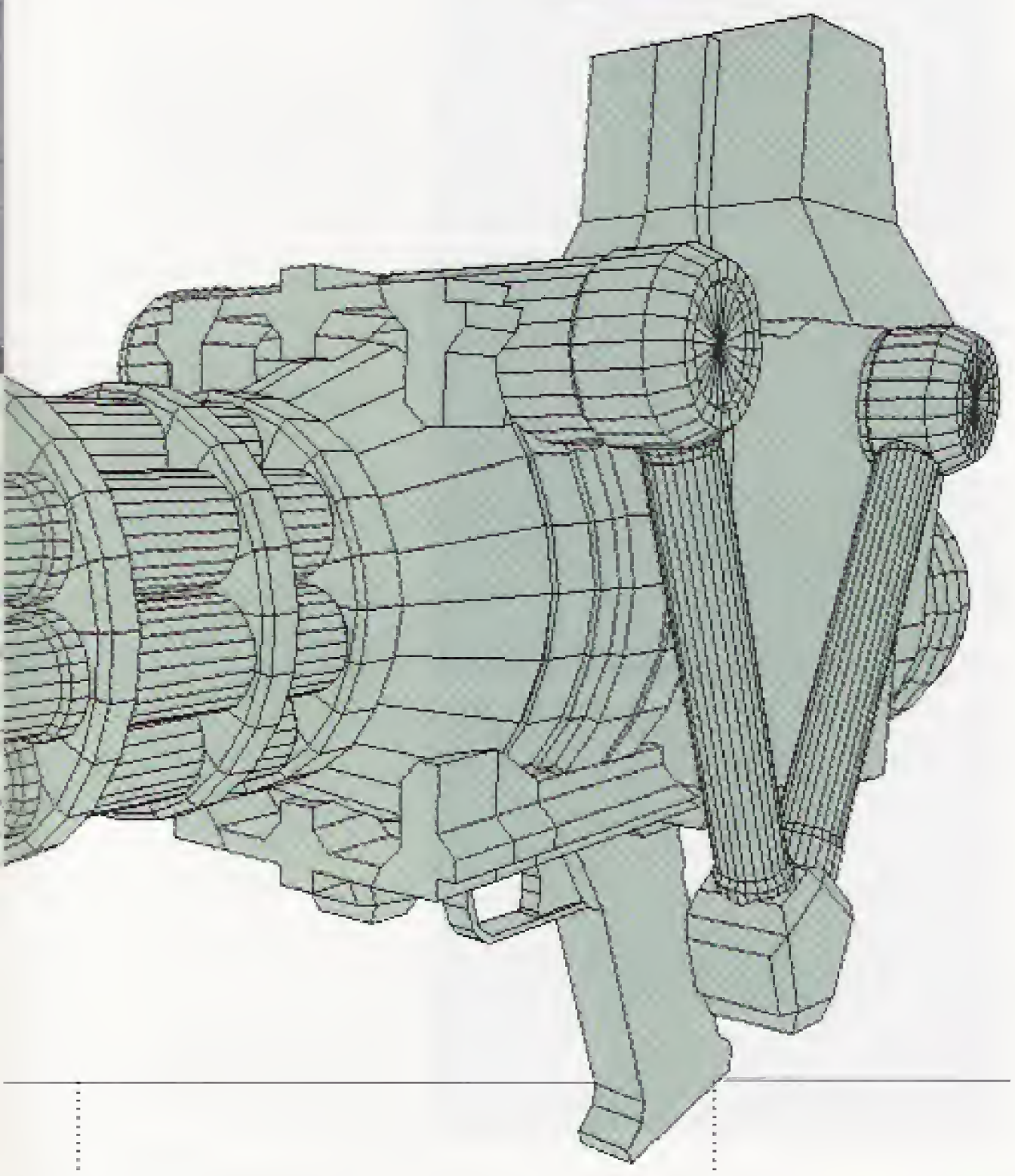
Options

There are pieces of gear, located here and there in the stages, that redouble Tetsujin's battle strength when worn. Not only does possession of this gear stand you in good stead during combat, it also influences the development of the game.

◆***Turbo Booster***
Puts wings on your feet. It is an invaluable piece of equipment for fighting fleet-footed motoids. A portion of its fuel is consumed every time you use it.

◆***Shield***
Increases your capacity to withstand attack. The higher you go, the stronger the motoid, so be sure to get hold of it.

◆***Radar***
Enables you to catch motoid movements behind your back or beyond walls. If you lose sight of a motoid you can track it by radar.



Assault Hints

Get Your Gear Together

Supplementary equipment may be hidden in tiny rooms or dead-end corridors. After getting hold of floor map data, don't head immediately for the elevator. Check out areas you haven't yet looked at before moving on to the next floor. Also, on the basis of the map, if there is an area of a floor that is obviously inaccessible, try reaching it from another floor. By selecting FLOOR MAP and using L- and R-shift you can change the floor that is being displayed. From the positions of the elevators, keep in mind what floors are accessible to each another.

What Types of Motoids are Out There?

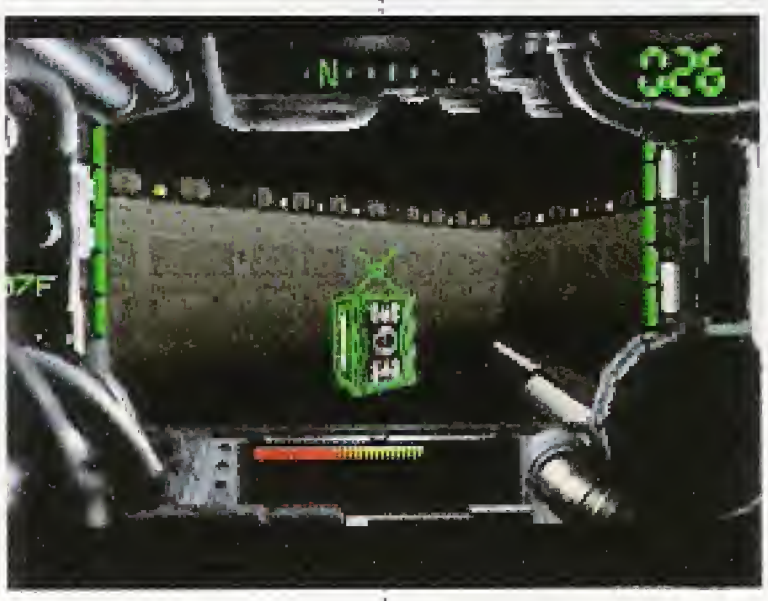
In the case of some motoids, if your assault is not well timed, you will cause no damage. Try to get close and destroy each motoid without wasting a shot. Among motoids holed up in the tower, some will explode if you draw too near and you'll suffer crippling damage. So, don't press in too close to one of these motoids just to save ammo.

Never Turn Your Back on a Motoid

When going into battle take up a position that is easily defended from motoid attacks and from which an assault is easily mounted. On the basis of indoor

You pass from floor to floor by elevator (Use the direction pad to select Up or Down)

SHIELD ENERGY: Restores shield damage



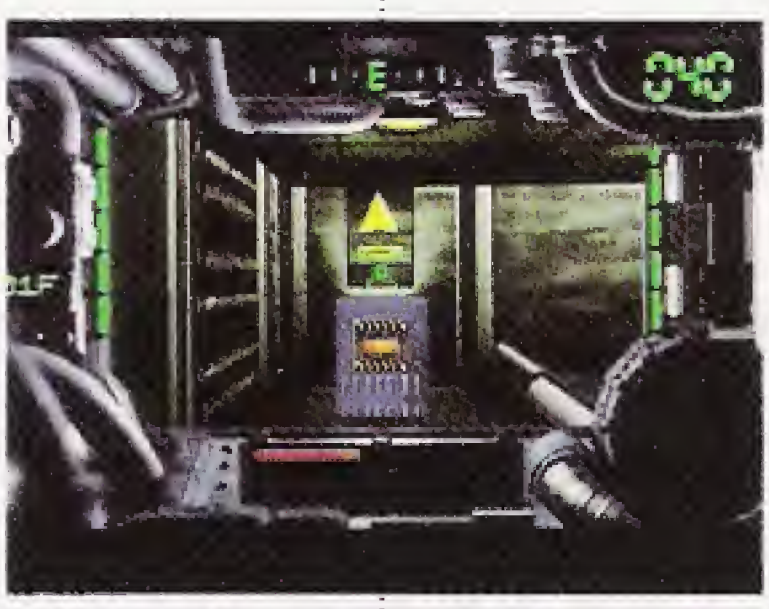
OPTIONS: Including TURBO and SHIELD OPTION

terrain and your knowledge of motoid patterns of movement, find the best place to make your stand.

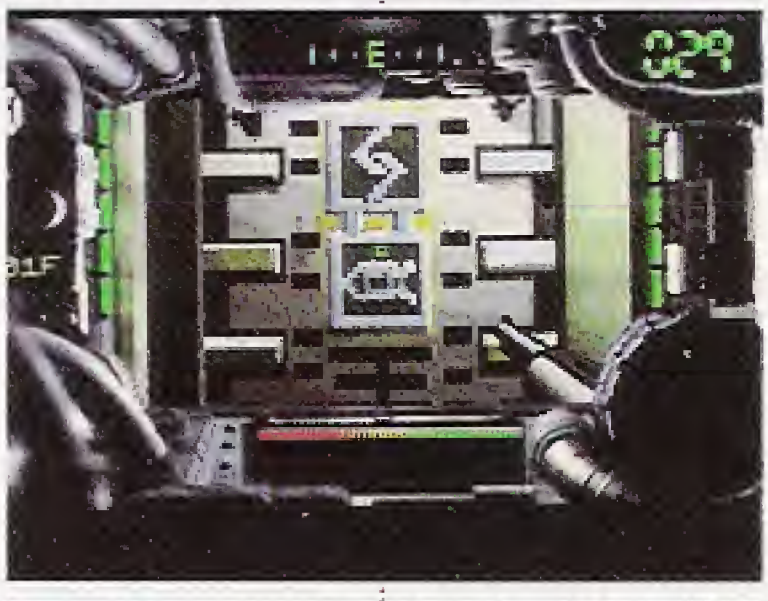
Know Your Weapons
A weapon taken in hand can't be used unless it is first activated. As soon as you get hold of a weapon, arm it by selecting WEAPON CHANGE. If you find a magazine—an important piece of supplementary gear—you will be able to reload the weapon you are currently using, but if you should run out of ammo, quickly change to another weapon.

The Supply Room is Your Best Friend
Not only can you save data in the Supply Room, but your weapons will be reloaded and your shield energy fully recharged. This applies as well to the turbo booster, which you will find on your way to the top story. When you get floor map data, immediately check the position of the supply room.

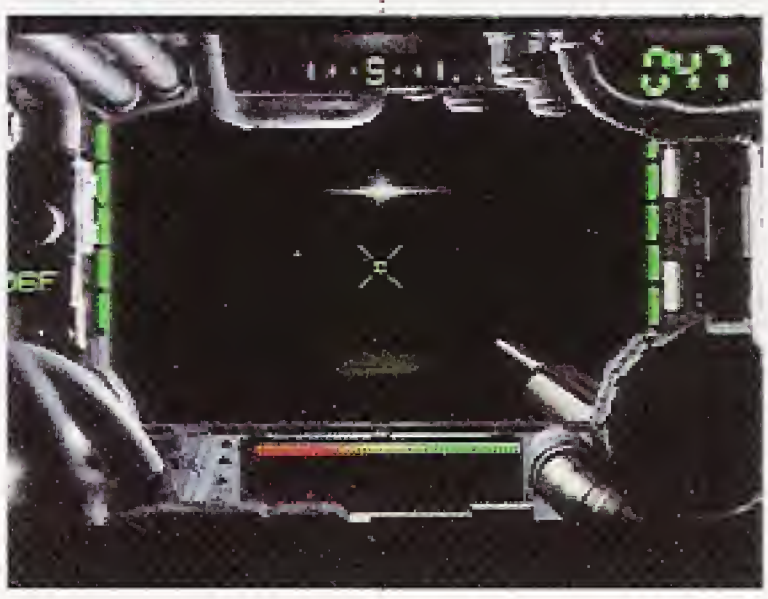
What can be Learned from the Movies?
When you clear each stage the screen will cut to a film clip. There are unexpected hints to be gained from things that are said in them. And pay particular attention to the movies of the middle stage and later.



MAGAZINE: Reloads the weapon you are now using



This door signals the Supply Room



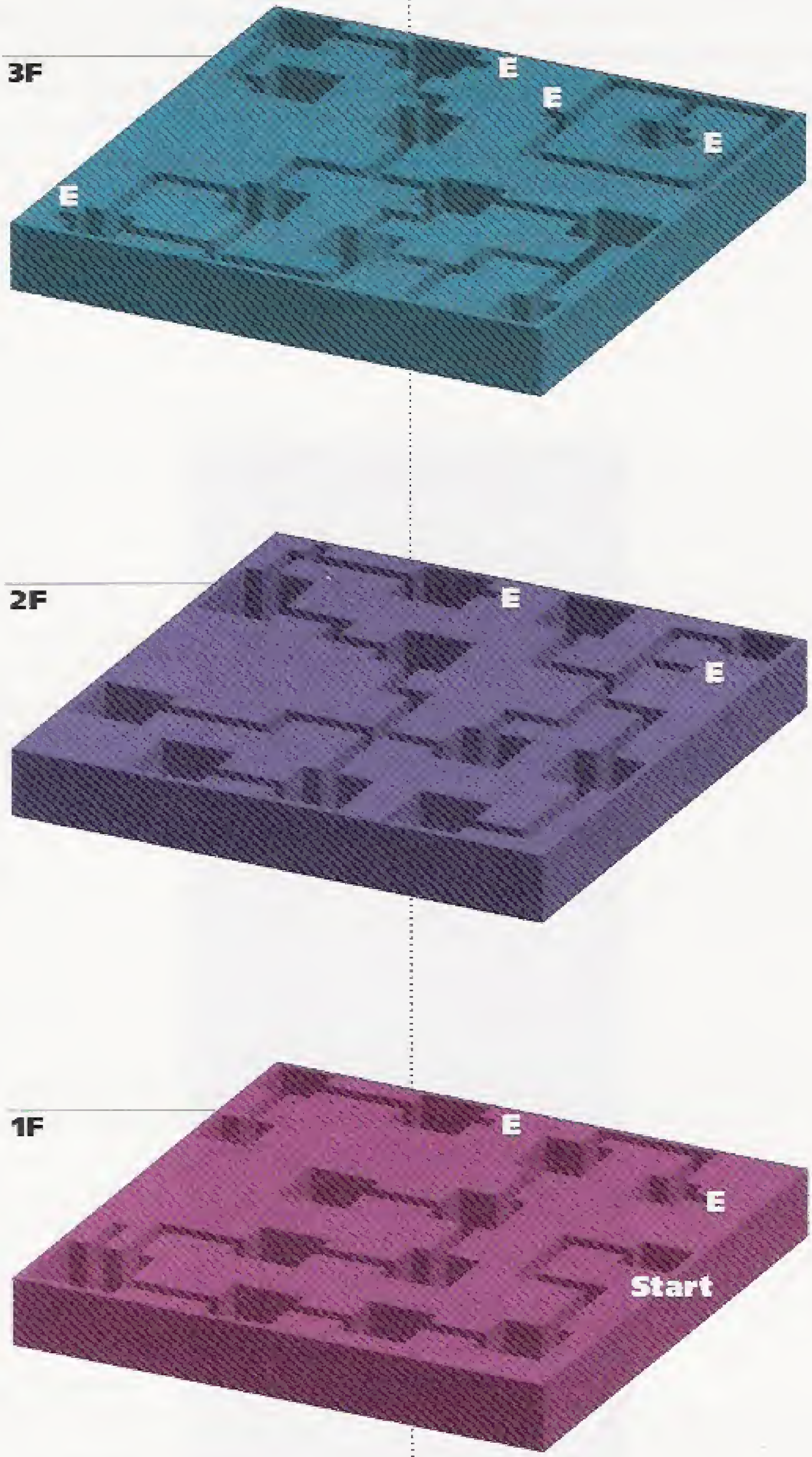
The most powerful motoids on each floor lurk in the shadows

Stage 1

In the preliminary engagements, the enemy are not so strong. But from the 3rd floor things become more difficult.

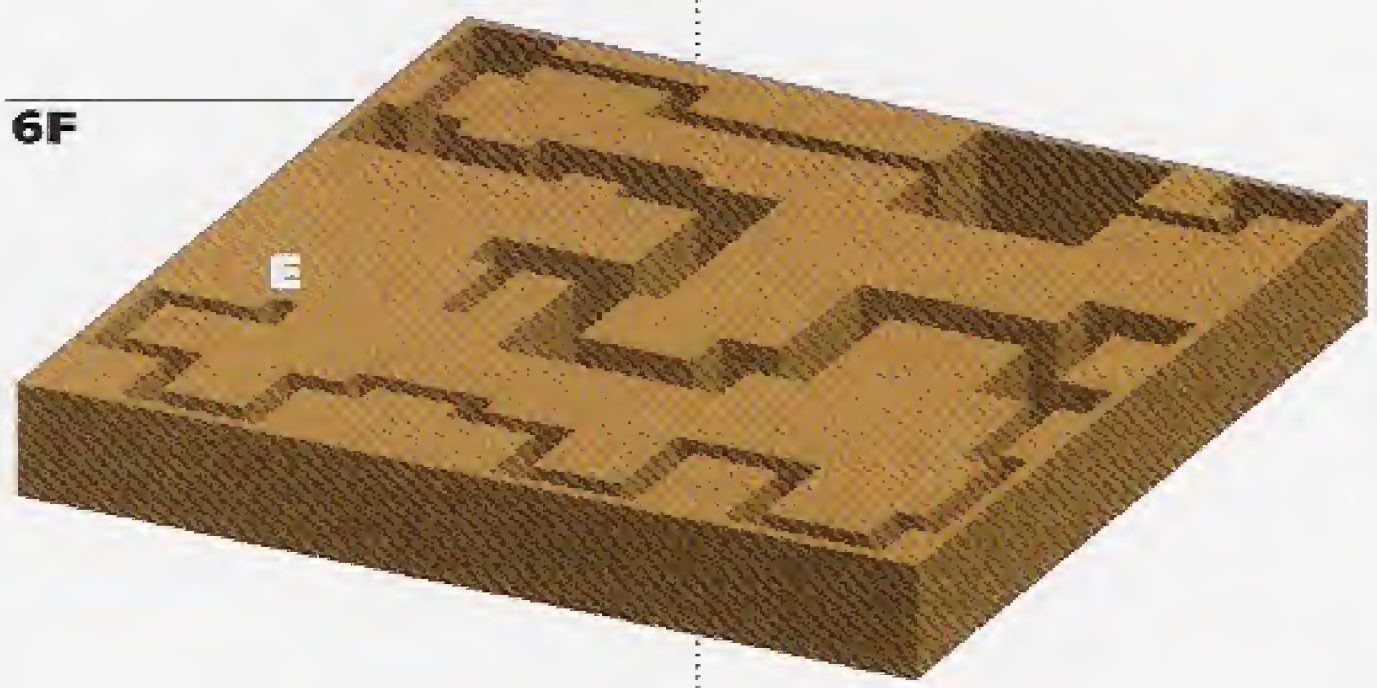
Stage 2

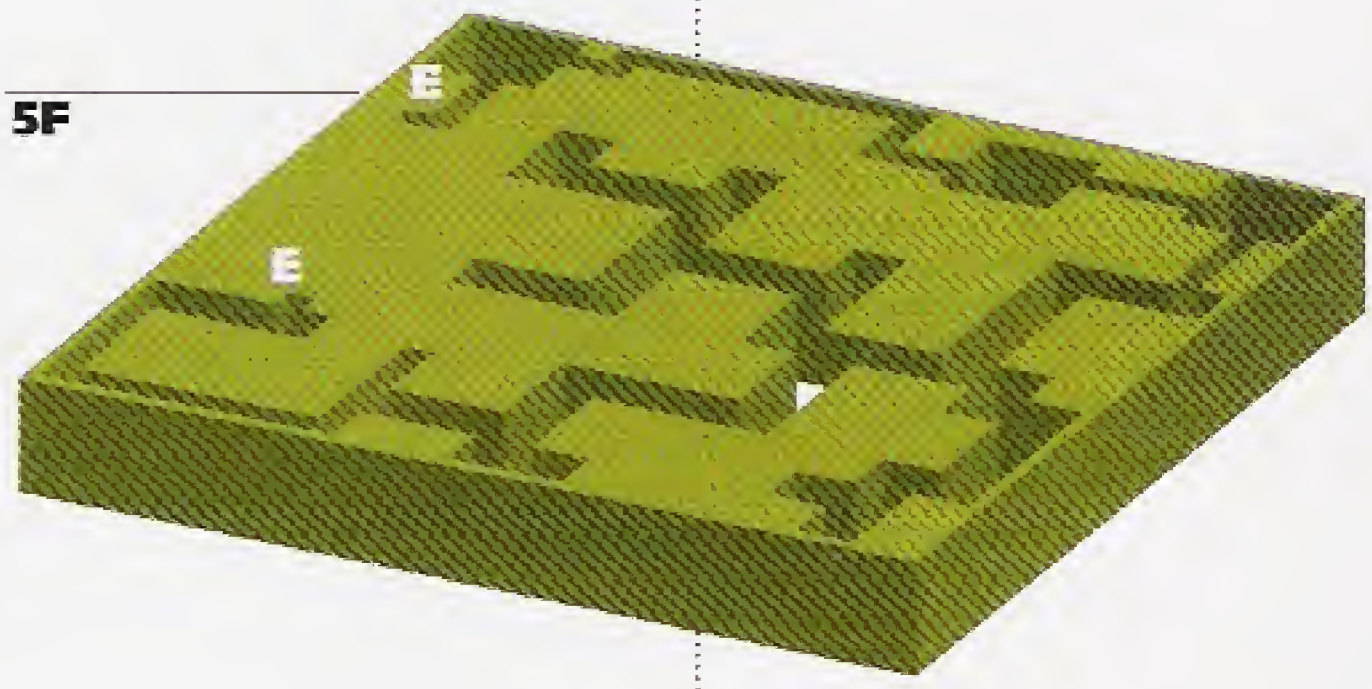
You have now met the android. Ahead, dark corridors and powerful motoids await you. Get into your Turbo Booster!

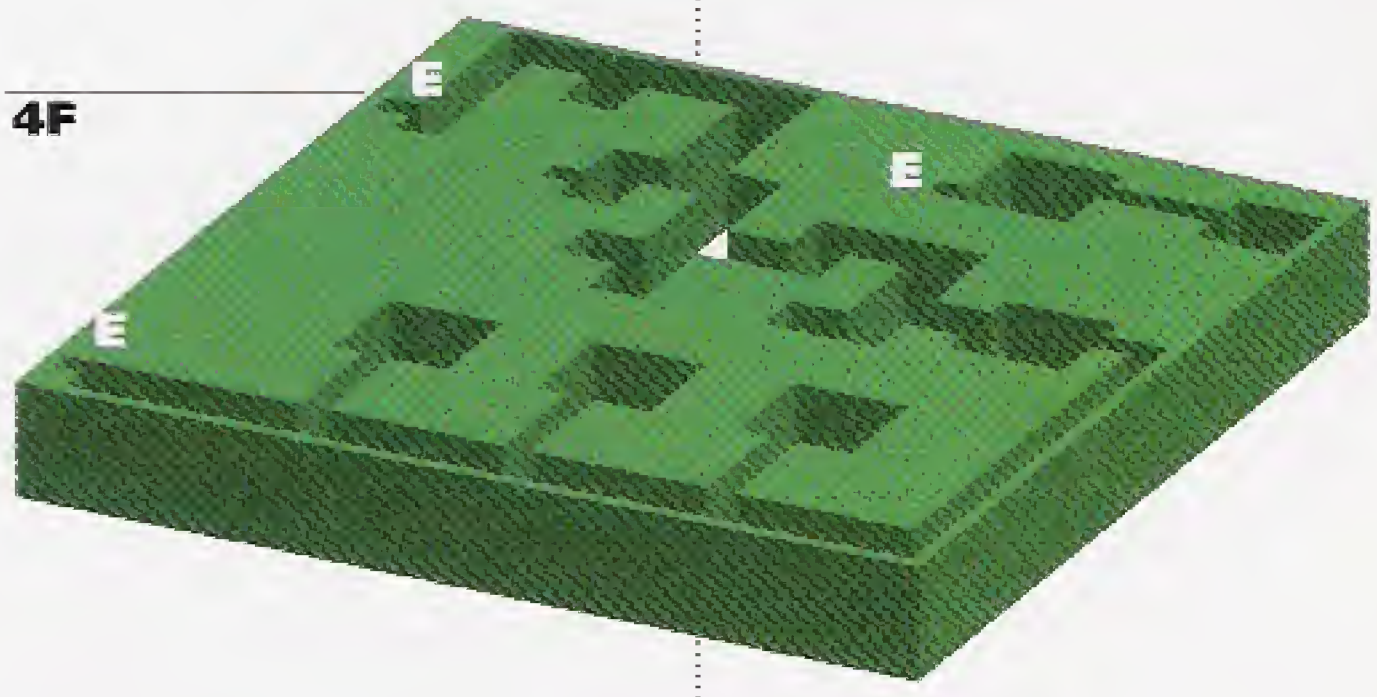


E = Elevator

Stage 3 and beyond
In a labyrinth of corridors you come upon Jaws. Watch out for the wall with a one-way door. Terrible fates await those who fall into the traps laid for intruders.







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